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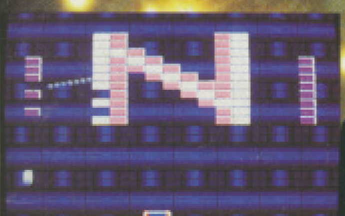
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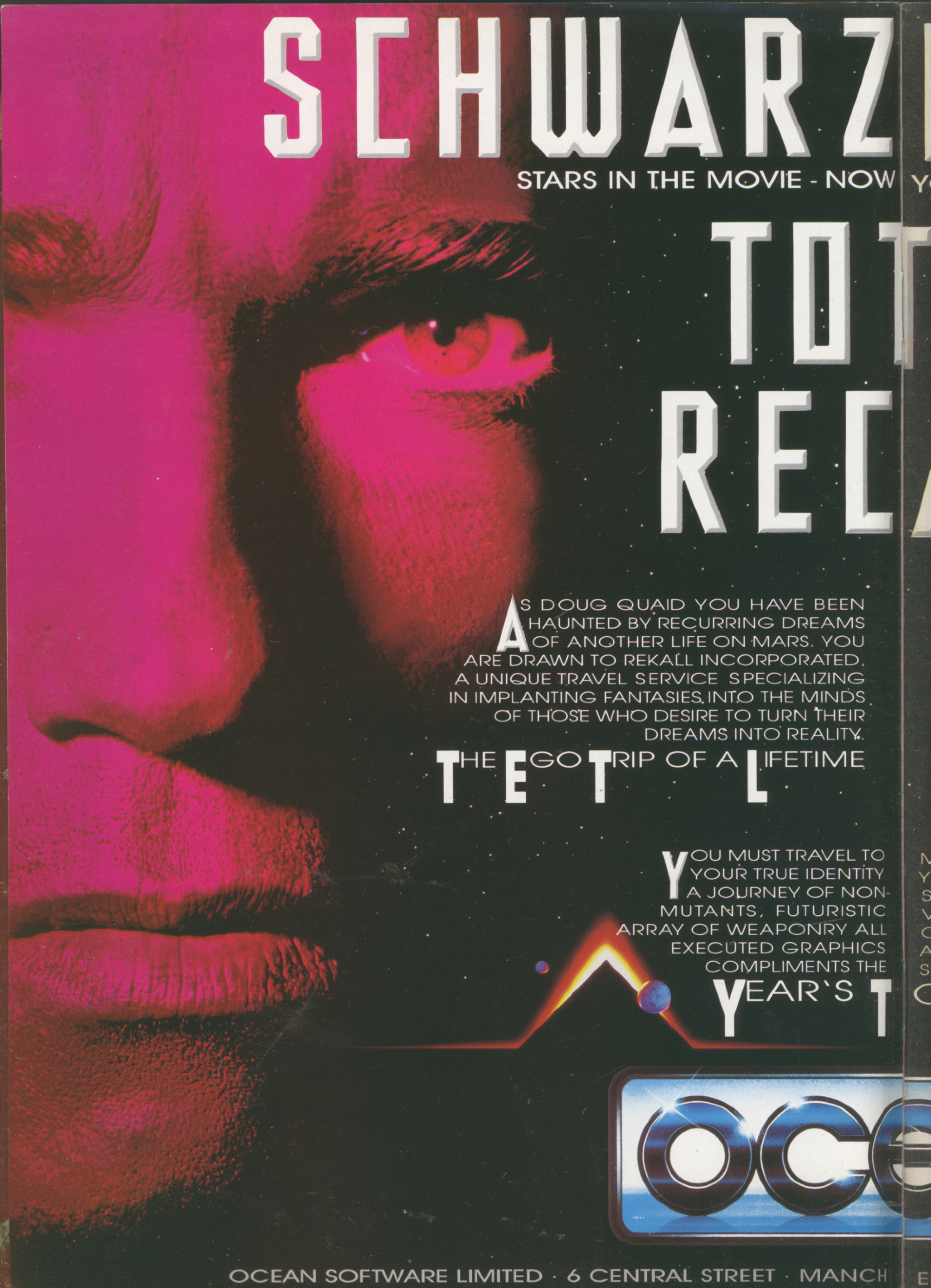
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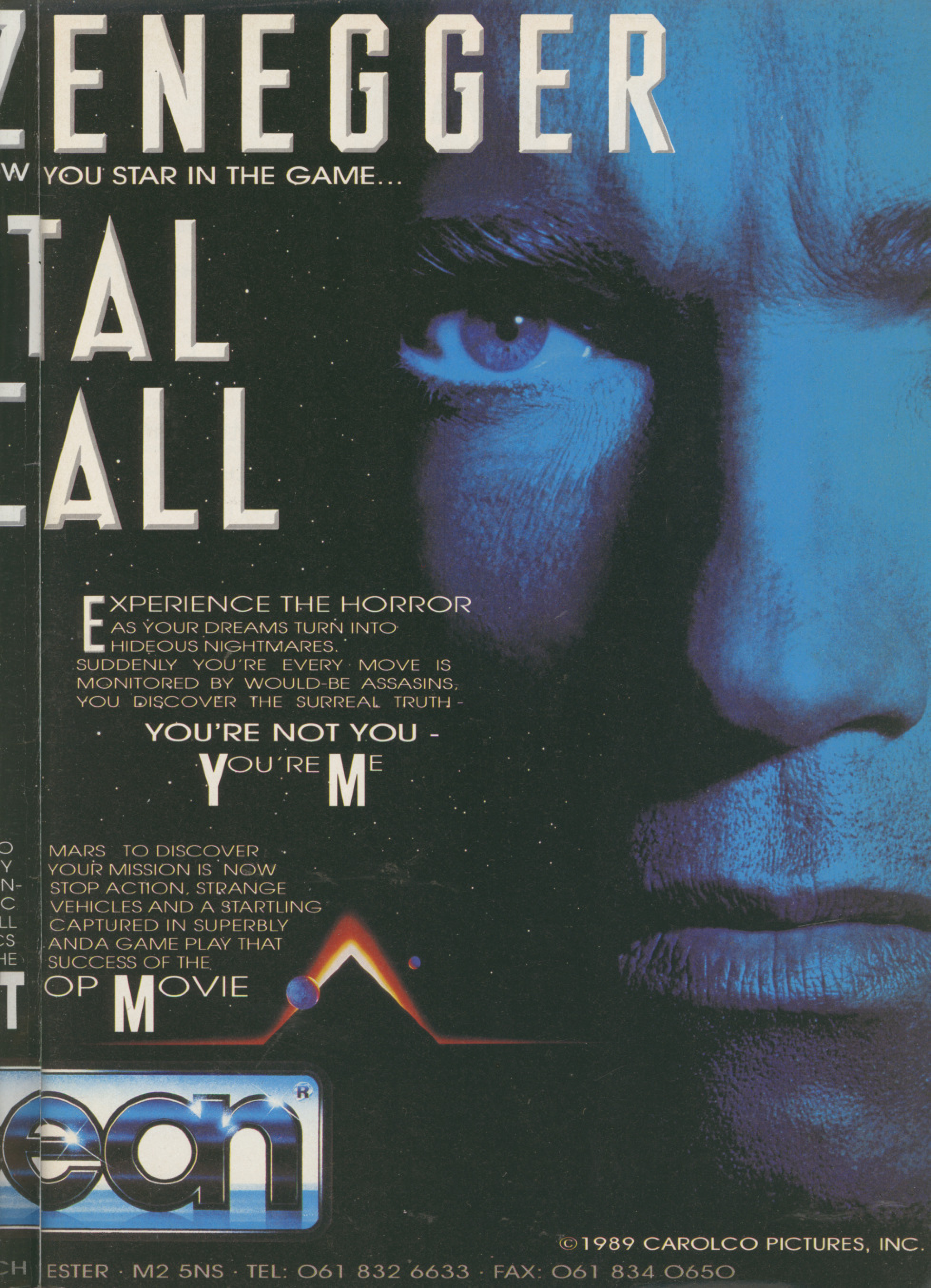
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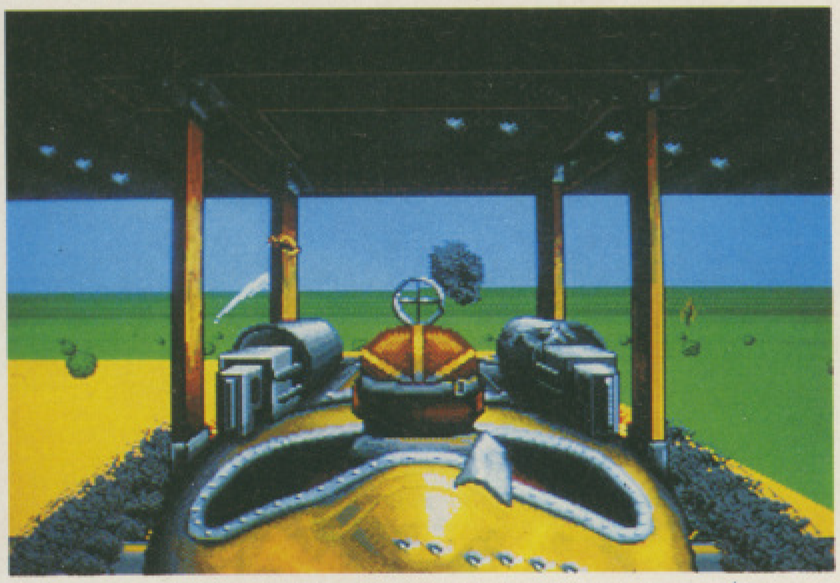
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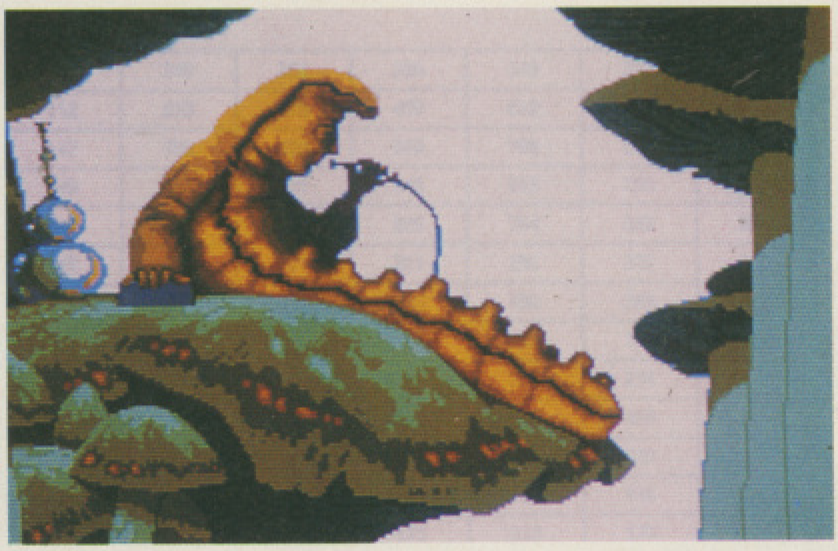
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CU AMIGA



Cinemaware flies back with another touch of magic – *Wings*, page 66.



It's the most in-depth adventure game yet, wethinks. *Wonderland*, page 38.

SPECIALS

REGULARS



Demos onslaught (this one's *Nightbreed*). Watch the picture power start on page 24.



"I'll buy that for a dollar". Arcades are back in action, page 94.

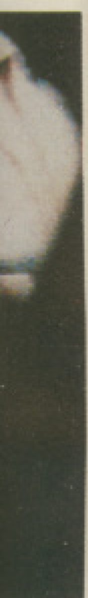
Good news as always. It all starts with Buzz, page 6.





REVIEWS

There's a whole wealth of gaming this month. Get in touch with CD-style interactive action in US Gold's Mean Streets**, use your powers of deduction for** Wonderland**, and join the army or air force with** Wings, MiG 29 **or** M1 Tank Platoon**. Plus there's Lucasfilm's *Loom, Simulcra,* and Electronic Arts' latest race sim, Indiannaplois *500.***



Slashers and phantoms and kids in giant bowls of cereal. Videos switched on page 31.



THE BIG 100

No other Amiga games magazine can offer you this. Between Buzz, In Development, Fantasy Zone, Buyers Guide and Play to Win, CU Amiga can bring you news, previews, hints and reviews on more than a staggering 100 games!!!

BUZZ

Neighbours signed by Zeppelin. . . Turtlemania to be replaced by Simpson fever. . . Domark to produce "thinking" Nam strategy . . . Gremlin go for motor tie-in three. . . Hard Drivin' 2 for your Xmas sock

KYLIE AND JASE IN DISK HORROR SHOCK

This month the CU offices were shocked, nay, horrified to learn that top Aussie soap, *Neighbours*, is all set to make its Amiga debut. Not content with a daily dose of the sud-like soap on the Beeb, softcos Zeppelin have secured the right to produce an arcade action game based on the show. All the regular cast from Ramsey Street will be present as well as ol' Charlene and Scott, better known these days as the truly awful Kylie and Jase. *Neighbours* is set for a November release and CU's taking no chances — we've nailed the letterbox shut, sold our Amigas and are all taking holidays that month. Apparently, the game features Henry and Scott in a number of different adventures and there's apparently a feud and lots of arguing. Pity it's not a shoot 'em up!



DON'T HAVE A COW, MAN!



What may well turn out to be the hottest licence since the *Turtles* is currently up for grabs. As Simpson-mania starts to sweep the country, CU can exclusively reveal that Probe Software have begun to develop a game based on the Simpson cartoon series and will sell the finished product to the highest bidder.

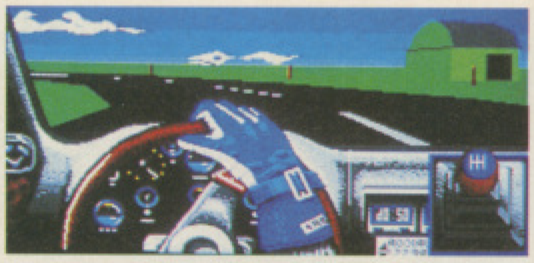
The zany cartoon family began life as a five minute filler on the Tracy Ullman Show, but proved such a success that they soon got their own half-hour show on American tv. The Simpsons are aimed at adults as much as children and have been described as 'Loony Toons meets EastEnders'. Bart Simpson is undoubtedly the star of the show, an uncontrollable tearaway whose catch phrase, 'Don't have a cow, Pa' is destined to become the hippest retort in a twelve-year-olds vocabulary.

CU contacted Ocean Software to see if they had optioned the game but were met with a stiff 'No comment' from the powers that be. Make of that what you will!

'NAM BLAST IT

Domark are getting ready to do battle with their latest title, *'Nam 1965-1975*, which looks set to blow away the competition. *'Nam* has been written by Mathew Stibbe, author of *Imperium*, and has been developed over four years. It takes a long hard look at the course of the Vietnam War and examines the political and military consequences of the US involvement. As President of the USA and Commander-in-Chief of the armed forces, you must prevent the overthrow of the South Vietnam government as Viet Cong guerrillas press southward. In this strategic wargame the President, must face the same restrictions and resources as the Americans did in the ten years of their involvement. Available on the Amiga after Christmas, probably late January.





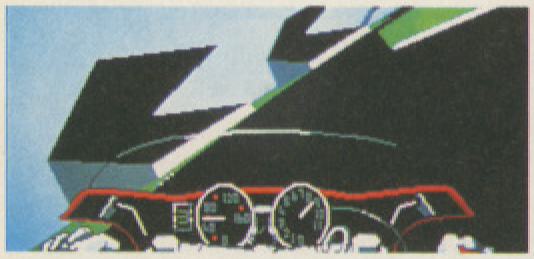
MOTORMANIA

Gremlin Graphics take up pole position again this month with news of a Suzuki motorbike licence and a Toyota Celica GT4 rally car game hot on the tread marks of their recent Lotus Esprit signing.

Team Suzuki will be based on the high speed world of Grand Prix 500cc bike racing. The game encompasses a complete Grand Prix season with accurate representations of all the tracks, hills, tunnels, stands and chicanes. With the player able to view the race from the rider's view or from a multitude of off-bike angles, *Team Suzuki* is a vector graphics simulation with the player able to monitor their performance through an action replay facility.

Celica GT4 Rally tests your driving skills over a series of different courses in varying climatic conditions. Attempt to control your car as it careers round bends and leaps into the air and use windscreen wipers for rain or snow and powerful headlights for the hazardous night sections. With the GT4 dominating this year's World Rally Championships, even Murray Walker would love this one.

Team Suzuki is scheduled for an October release and *Celica GT4 Rally* to follow in November.



DRIVE HARDER

Get in a spin with the long-awaited sequel to *Hard Drivin'* from Domark. With four new circuits, which include both speed and stunt tracks, and a specially designed Track Editor to redesign the course, *Hard Drivin' II* will be screechin' into softshops for Christmas.

Jurgen Friedrich, author of the original game, has added many new features such as Nitro-Injection, a once only burst of speed, and has significantly improved game speed and frame rate. You'll also be able to link your Amiga to any other 16-bit machine (including PCs and STs) to experience wheel-to-wheel racing with fellow race sim enthusiasts.



VOODOO NIGHTMARE

Crash landing in the Congo, Boots Barker awakes to find himself lost in the jungle with a strange mask, which will not come off, covering his face . Only by completing a number of tasks can old leather face remove the mask. Worse still, wild animals, natives, jungle gods and an evil witch doctor are all trying to kill him! *Voodoo Nightmare* from Palace is a new 1MB 3D arcade adventure with five underground temples to explore, vast jungles, casinos(!), monsters, teleporters, the works. Out end of October.





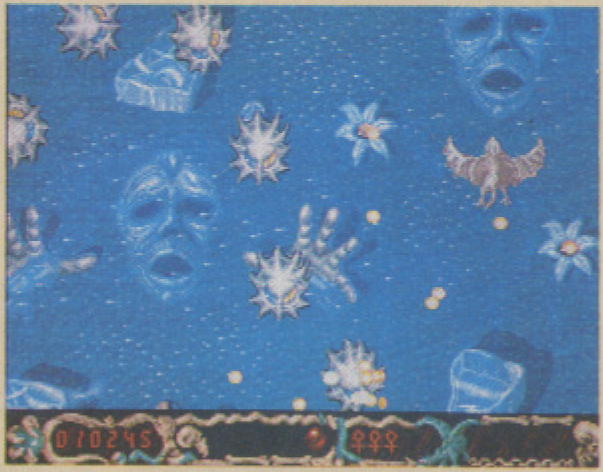
COUNTDOWN TO DOOMSDAY

Buck Rogers makes his Amiga debut this month courtesy of US Gold. Using the tried and trusted AD&D game system, modified to give it a futuristic feel, battles will include space combat as well as ground-based action. The evil RAM (Russo-American Mercantile) have hatched a plot to reconquer Earth. It's Buck to the rescue as he guides a group of freedom fighters from NEO (New Earth organisation) to find a way to foil the bad guys and save Earth. Out October. CHECK THIS!!!



WINGS OF DEATH

German softcos Thalion hit the shelves in late September with a new fantasy shoot 'em up. A bewitched sorcerer has to find a spell to change him back into his human self. To do this he has to breach the heavily fortified domain of the evil witch Xandrilia and defeat her. Hordes of enemy slaves stand between you and the witch and B-I-G monsters await you at the end of each of the seven levels. Featuring five different weapon systems and over 1 megabyte of graphics, *Wings of Death* is distributed over here by Active.



JAMES POND — UNDERWATER AGENT



It's a fish with a mission. *James Pond*, a hunky chunk of prime cod and secret agent extraordinaire, is called upon to retrieve radioactive canisters, plug leaks in oil tankers and rescue doomed lobsters and mermaids in distress. New from Millenium, *James Pond* is an arcade adventure set over 12 levels and features parallax scrolling, lot of bonus chambers and a choice of weapons. Get in the swim this October.



THE IMMORTAL

Get slimed or even swallowed by enormous worms in the next release from Electronic Arts. *The Immortal* tells the story of a wizard searching for his long-lost guru, Mordamir. Goblins, trolls, floor traps and intricate puzzles all confront him on his quest and every character in the game has a tale to tell! Featuring a three-quarter perspective, this sorcery and betrayal fanatasy is available in September.



THE FINAL CONFLICT

It's war. Fragile world peace has collapsed and global warfare rages unchecked. As leader of a country of your choice, you must use diplomacy, armed force, espionage and cunning to try to win the war. Senseless killing will turn neutral countries against you, while tactful diplomacy will win allies. There is also a nuclear scenario with the option to blast your enemies away in an arcade blaster similar to *Missile Command.* This should be used only as a last resort as the result could be a nuclear winter and the end of the game. Resource management is also important to keep your people fed and to supply your armies overseas. A strategy game from Impressions in October.



BUZZ

ESWAT for Amiga. . .

Lolly for Impressions

. . . USG line up for

Crimble

. . . The most brilliant

cop show ever is

signed. . . Softcos nab

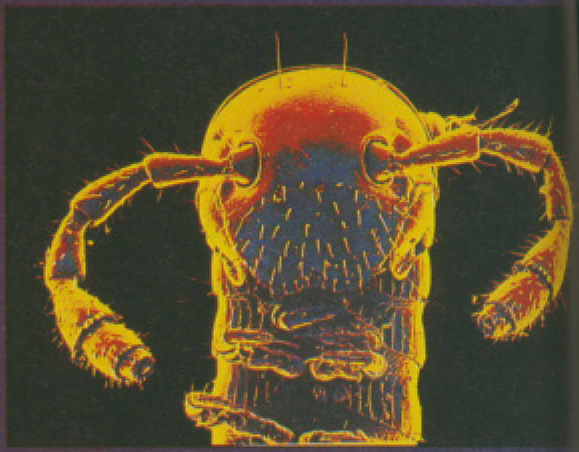
Brides of Dracula. . .

watch out for mutant

hero caterpillars

CATERPILLARS FROM HELL

Sliming its way onto the Amiga comes a 100 foot caterpillar intent on eating everyone and everything in its path! (*Are you sure this isn't based on Tony Dillon? – Ed*) New from Gonzo Games is the tentitively titled, *Midworld*, based loosely on the book of the same name by Alan Dean Foster. Featuring a barbaric jungle world, a tribal leader has become separated from his tribesmen and must travel through 7 levels of hell in order to be reunited. Featuring enormous monsters, birds and, of course, the fearsome and terrifying skyscraper caterpillars. Look for this in February.





PLAYING THE BLUES

The sadly missed smash-hit tv show, *Hill St. Blues*, is set to make its debut on the Amiga this November. Krisalis are obviously softcos of considerable taste and have snapped up the licence to possibly the best cop programme ever. In the game you take on the role of Captain Frank Furillo, and have under your command all the officers at the Hill Street Precinct. You must choose the most appropiate officers to send to any incident or crime-in-progress and decide if they'll need back-up. It's necessary to keep track of where all your officers are, as many could be off-duty, asleep or down the pub. The idea of the game is to manage the resources of the precinct in the most effective way and increase the crime detection rate. If you fail, anarchy will result and you'll be booted out of office by an angry Chief Daniels. As well as keeping order, you'll be faced with all the day-to-day drudgery of the precinct such as drunks, gang leaders, old ladies with kittens up trees and traffic control duties. With 600 pedestrians and 600 vehicles being controlled by the computer at any one time, *Be Careful Out There*.

FIRING LINE

US Gold have announced that the popular Sega coin-op, *Line of Fire*, will soon be available for the Amiga. The world's most powerful gun, a Rapier high velocity rapid fire machine gun, has been developed by a Middle East terrorist organisation. You've been assigned to infiltrate their high security camp and snatch it from them. Piloting a powerboat, jeep, an aircraft and a helicopter, you've got to cross canyons, a jungle, a desert and white water rapids before you can reach your target. Using the Rapier gun to blast your way out, you must fight your way back to safety.

BITE EM UP *The Brides of Dracula* pits the King of Darkness against a helpless village choc full of maidens in distress. Featuring a simultaneous two-player option, *Brides* involves Dracula in a blood feast frenzy as he seeks to quench his unsatiable thirst for a drop of the ol' red stuff. But all is not lost! The villagers can fight back with crosses, silver bullets and cloves of garlic, but once the juicy maidens have been bitten they'll become one of the legion of undead and lifeless slaves to the vampire king. The world's first bite 'em up is due from Gonzo Games this October.





WIN A BILLION

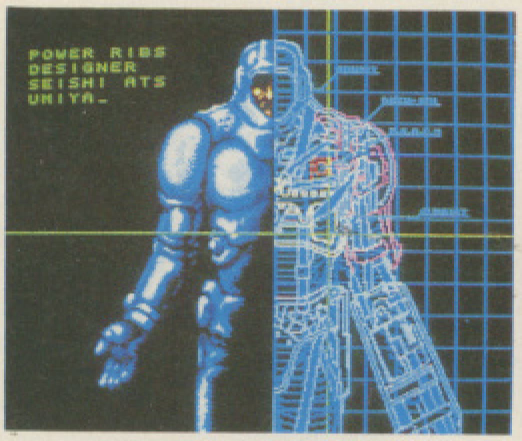
Impressions have smashed open their piggy banks and are set to offer game players the chance to win a billion



dollars. Eddy 'we've got ourselves a winner' Klutz has been signed up to host their new computer based game show, *Win-A-Billion*. Up to six contestants, or teams, can take part in answering questions on music, films, sport, science, history, travel, tv, animals and pot luck. With only a minute to answer an ever increasing number of questions, prizes range from cuddly toys and fondu sets to Great Britain! Out in November.

TRICK TACTICS

After rave reviews on the Megadrive, US Gold are set to release *ESWAT* on the Amiga. ESWAT stands for the Enhanced Special Weapons and Tactics division of the Cyber Police, a future law enforcement agency of bolt-together bobbies kitted out in techno-armour whose job it is to wipe out crime. Equipped with a robotic exo-skeleton suit and tank-like blaster, it's your job to patrol the streets blowing away the perps and restoring law and order to the city. It's not going to be easy as the bad guys have tooled themselves up with all manner of weapons including bazookas, flamethrowers and heavily armoured turbo-copters. The Amiga version will be in the softshops in September.



GREEN FINGERS

For those with green minds but not green hands comes the first ever garden sim. Yep, if you haven't got a garden, hate to get your precious fingers dirty, or think Gardener's World is the biz, the *Magic Garden* is just the thing. For all you budding Percy Throwers, you can do five minutes in your electronic garden before work, five minutes when you return, or spend the whole weekend watching your Geraniums grow. New from Electronic Zoo, we'll have a full review of this action-packed blaster as soon as it's ready!



ROGUE TROOPER

Based on the popular 2000AD character, *Rogue Trooper* is set on Nu-Earth where the Norts and Southers have been at war for decades. Nort scientists have developed an army of genetically engineered soldiers immune to the poisonous atmosphere of the poluted planet. However, these super soldiers have been betrayed by a treacherous general and only one survived hence the name: Rogue Trooper. Featuring shoot 'em up and beat 'em up action with mapping skills also needed, the game boasts 3D tunnel scrolling graphics and four levels with plenty to do. Rogue must track down the wayward General and kill him. Out from Krisalis in September.

STREET HOCKEY

Fight your way to the top of the *Street Hockey* league in Downtown Manhatten. Endorsed by the British Street Hockey Association, Gonzo Games new 3D game features an auto pass mode and split screen allowing you to select any of the five players from your team. Attempting to recreate the head-to-head action of the real thing, this action arcade game features multi-directional scrolling as players attempt to block, tackle, dribble, shoot and duck their way to the championship. There's also a between-match game involving skating to your next fixture. Out now.

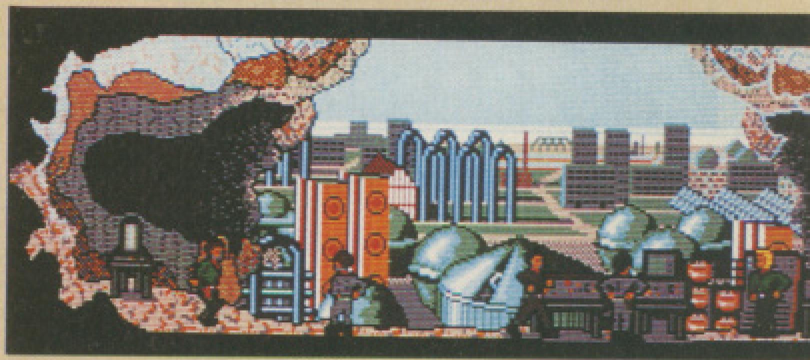


BLITZKRIEG MAY 1940

Two games in one, *Blitzkreig* allows you to control German Panzers and Storm-troopers in their 'lightening warfare' to occupy Europe. Alternatively, you can choose to captain the Allied Forces with the opportunity to reverse history and repel the invading Germans. Both games are played from maps which show the overall state of affairs and detaisl of units on both sides in detail. The game's artificial intelligence allows you to delegate command to the officers in charge of each army and give them objectives which they will work towards. Out from Impressions at the start of October.

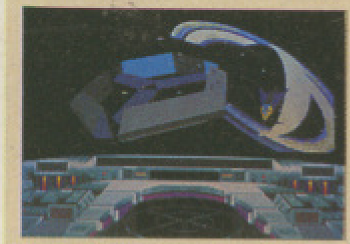
LEGEND OF THE LOST

Deepest Africa, 1930. A high-tech race of scientists have kidnapped your girlfriend and are holding her captive in their impregnable volcanic fortress. Shot down by jet aircraft, stalked by killer Rhino and caught in a rock landslide, you have to break into the enemy's volcanic HQ, free your girlfriend and blow their base to smithereens. It's a race against the clock with romance your reward should you succeed. Out on the Impression's label now.



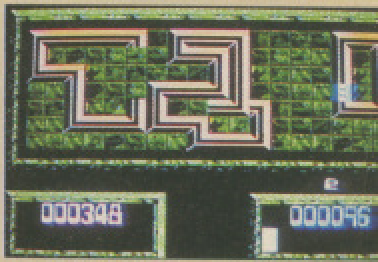
XIPHOS

The Galactic Council has taken the extraordinary and unheard of step of ordering the destruction of the planet Xiphos. The Xiphons have been disrupting the space/time continuum for their evil ends and have destroyed spaceships, planets and entire star systems. Now is the time for retribution and justice and you've been chosen to blast Xiphos to space dust. Featuring 3D graphics, *Xiphos* combines shoot em up action, strategic thinking and text adventure. Out late October from Electronic Zoo.



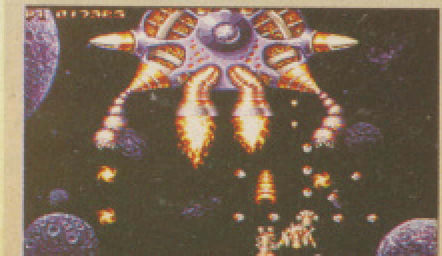
LOOPZ

Go round the bend with the latest game from Audiogenic. *Loopz* is a frustrating puzzle game in which you have to connect pieces of tubing to form complete loops. Pieces appear at random and are of a variety of shapes. Skill is needed to put them in the right place to link up with other pieces and form a loop. There's also a testing memory level where loops have pieces taken away and then It's up to you to replace them. Out now.



THE LAST STARSHIP

A reign of terror grips the galaxy. The 1,000 year war has ended and the rebel alliance have defeated the peaceful Federation. You are the galaxy's only hope as the pilot of The Last Starship. Your cover has been blown and the rebels are closing in for the kill. Fight your way through level after level of alien attack waves which fill the screen. Featuring 3-plane parallax scrolling, this is your chance to save the galaxy. New from Impressions, *The Last Starship* is out late Octrober.



POWER

Like the Bitmap Brothers, Bullfrog are one of the few programming teams who can be said to be celebrities. *Rik Haynes* previews the latest release from the Populous boys

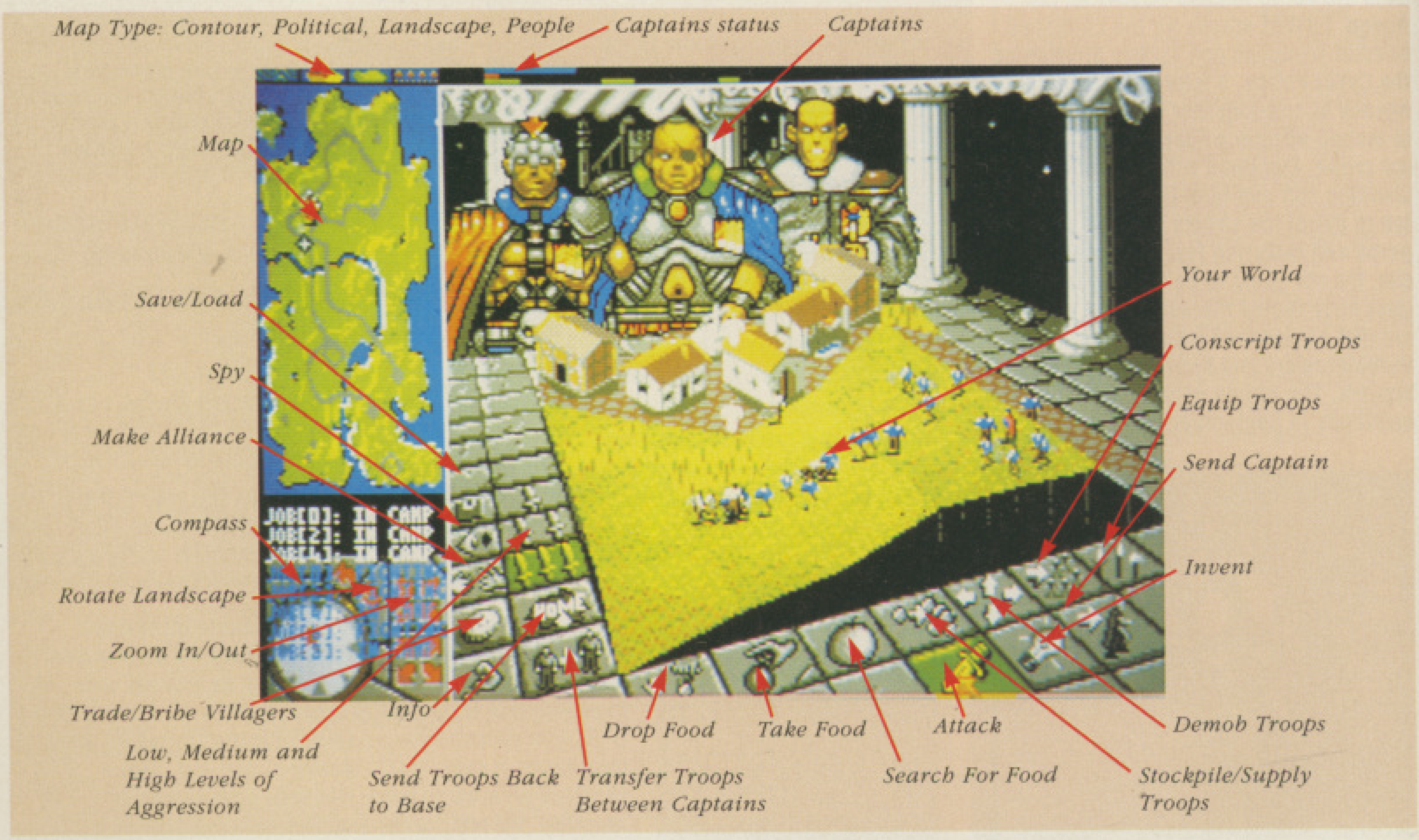
With *Powermonger*, Electronic Arts has put the world at your feet. A bold claim. But this Bullfrog-programmed epic promises a digital environment of stunning complexity.

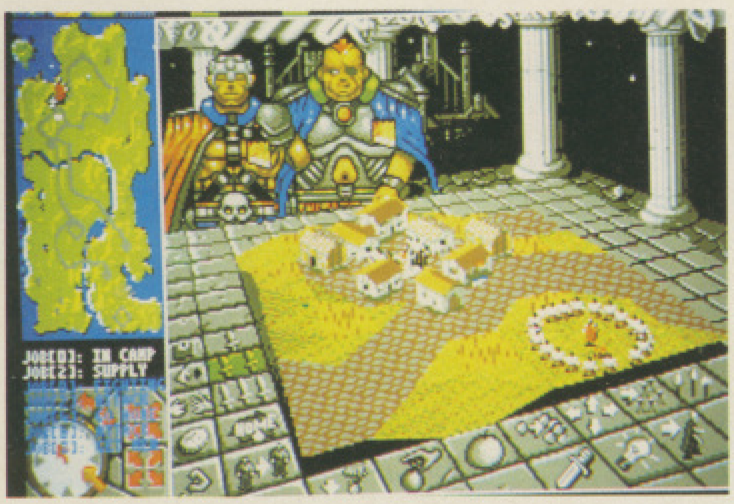
Undeniably, Bullfrog's track record is impressive. *Populous*, also released by EA, was a classic, combining stunning graphics and stimulating gameplay. *Powermonger* is in another league, the result of more than a year's work.

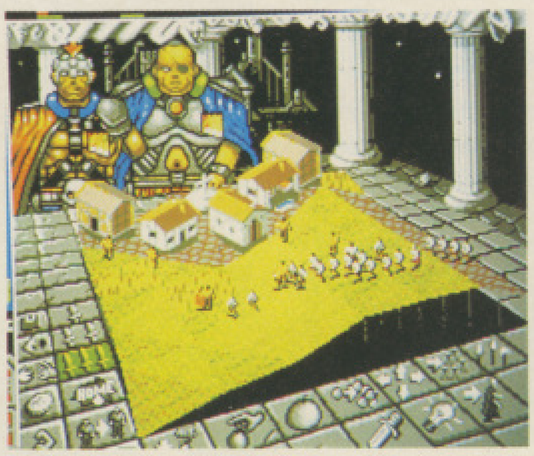
Peter Molyneux, boss of Bullfrog, produced the game design and programmed the Amiga version. Glenn Corpes developed the graphics code and Simon Hunter was the graphics artist.

First the plot, which cloaks this piece of complex and clever coding. Landing on a strange world with twenty loyal soldiers, you set out to conquer your new home, kicking some bitmapped butt. The *Powermonger* world consists of a group of 200 islands, each populated by 512 people.

Your aim is simple: total control. Your tasks are rather more difficult. You must persuade towns and villages to follow you. Sometimes this means using force. But other leaders — captains — have similar ideas for global domination. If you defeat a captain in battle, he will then do your bidding — to a certain extent. Each captain has his own personality. Some are brave, others are







The way a village reacts to your commands is governed by your level of aggression. You have to mix your aggro-lev to the max if you wish to get anywhere with the game.

RMONGER

cunning. You'll have to discover the make-up of your captain then play things by ear, in order to use him to his full potential.

Once a village is under your control you can get people to work for you. Whether it be growing crops, herding sheep or raising cattle to increase your food stocks — the currency which makes the *Powermonger* world go round.

You can even get your people to invent something, such as a plough or cannon, depending on your current aggression level and provided you have the right raw materials. You can also trade goods with other villages, spy or besiege them.

As you'd expect, the attention to detail is superb, even the armies use historically accurate battle formations.

The landscape is a mixture of light-sourced shaded vector polygons and sprite graphics. This system allows impressive flexibility, zooming in, out, tilting, expanding rotating. It is similar to the graphics sytem used in Maelstrom's *Midwinter*. But the immense freedom of polygon graphics is traded off by their relatively slow speed. However, Peter Molyneux says Bullfrog has developed a piece of code which intelligently allocates processor time to tasks as and when they are needed. The maximum on-screen graphics count is 2096 polygons and 500 sprites.

The program can generate four thousand million words. Compare this with only 128 for *Populous*. Around 70 percent of *Powermonger*'s code is devoted to the immense game logic needed to produce the complex strategies and interactions found in the games.

And yet of all your actions and options are activated and governed by a mere twenty icons situated around the screen. For instance, you can attack, take food, conscript troops or make alliances by clicking the right icons.

BULLFROG FACTS

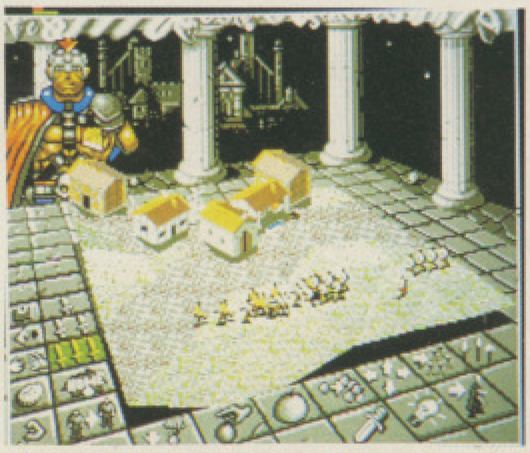
Bullfrog's programming debut was with *Fusion*, a puzzle/strategy/shoot 'em up. It failed to make any real impact or give a hint of what was to come. *Populous* quickly established their reputation. It was voted Original Game of 1990 at the EMAP Golden Joystick Awards earlier this year. The next release, *Flood*, was a rather starightforward platform game. Now there is *Powermonger*. What awards will it reap?

There is also another secret to Bullfrog and *Powermonger*'s success — you the games player. Bullfrog boss Peter Molyneux holds regular "focus groups" where games players are invited to inspect, comment and criticise games during production. Comments are considered, evaluated and often incorporated in the final game.

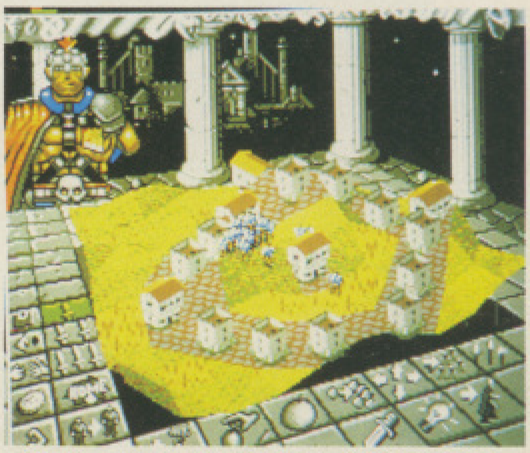




Quite a fair sized hamlet. The game contains many types of home, from cottages to castles, huts to houses. Each village is a complete society with farmers, merchants, even thieves. Everybody has a task to perform, and as a Powermonger you must learn to rule them in a wise manner.

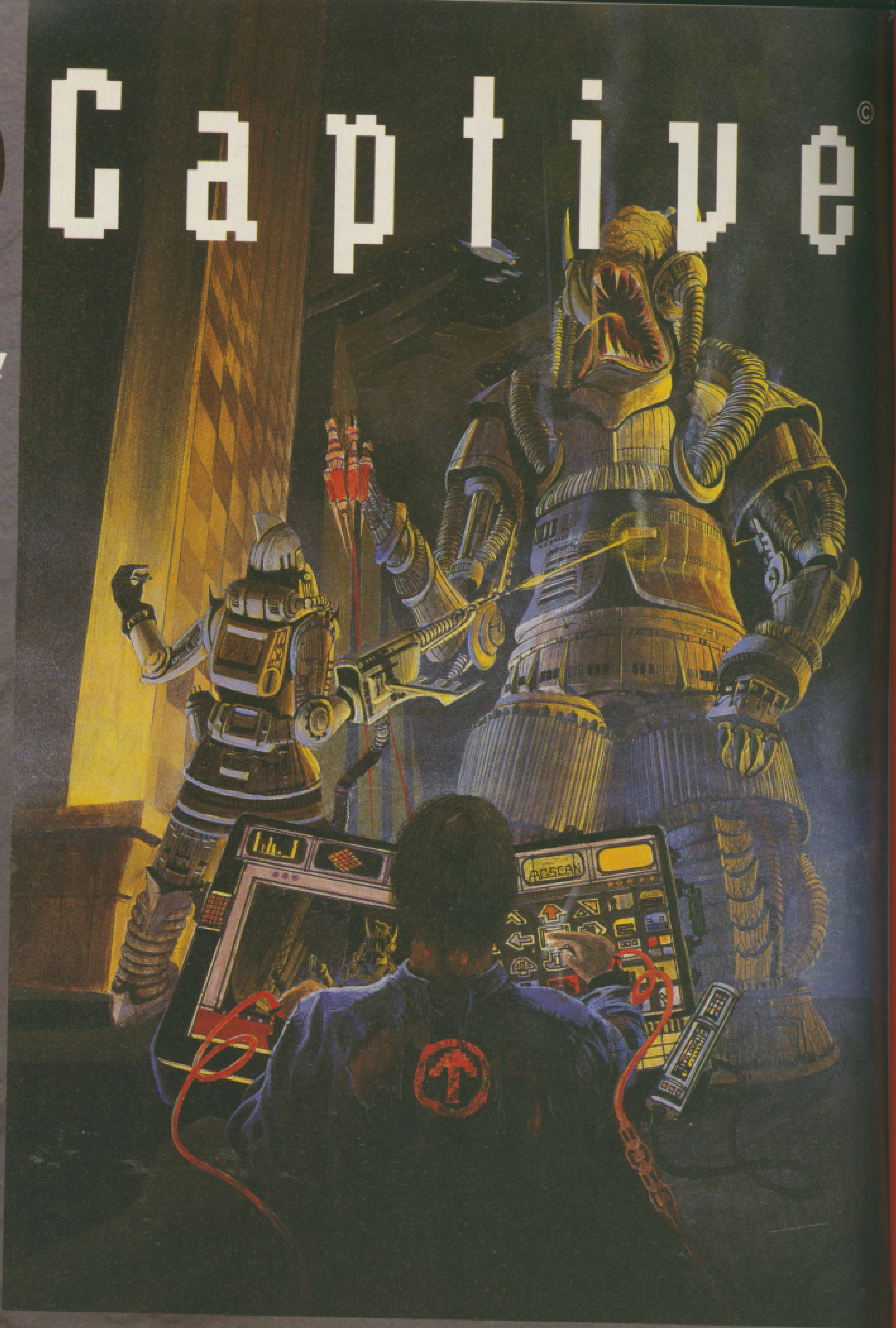


Winter is approaching, there's snow upon the ground. Soldiers need more food during the winter.



Powermonger is the latest 'world game' from Bullfrog, look out for Populous II next year...

Captive©



The quest for freedom!

When you can't remember who you are, where you are and even what year it is, then you know trouble cannot be too far away...

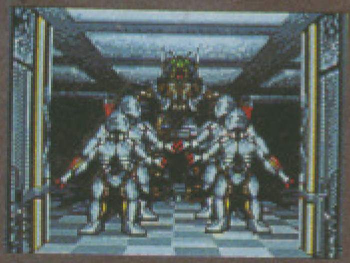
*Held **Captive** for two hundred years in an orbiting space prison for a crime you didn't commit, you are desperate to escape from your electronic gaol.*

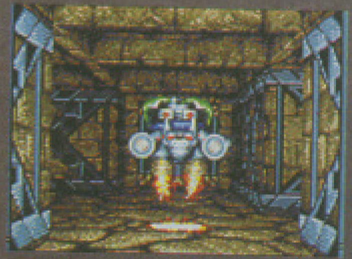
Armed only with a briefcase computer found in the corner of your cell, you start sending out electronic SOS calls to the battling world outside.

Eventually you find a motley crew of four droids ready to help bring about your escape..

..so begins your quest for freedom!

MINDSCAPE INTERNATIONAL





Actual screen shots

M I N D S C A P E

For further information on Mindscape products and your local dealer, contact:
The Coach House, Hooklands Estate, Scaynes Hill, West Sussex RH17 7NG. Tel. (044 486) 761

MiG-29 FULCRUM

The Soviet's most advanced fighter aircraft, the MiG-29, is soon to blast its way onto the Amiga courtesy of Domark. Dan 'Rasputin' Slingetski takes a look at the very first Russian flight sim.

Domark are flying high with the development of their first ever flight sim based on the Russian MiG-29. The softcos have assembled an awesome array of talent to work on the project, including Simis, a professional software development team more used to working with £250,000 Silicon Graphic workstations than the lowly Amiga. Although still 2 months from release, the game already looks stunning thanks in no small part to Simis' experience in programming fixed-base flight simulators for British Aerospace.

There are 3 distinct parts to the game. The first section involves training missions where you'll learn to manipulate the controls, use the weapons on dummy targets and generally get a feel for the plane's handling characteristics. The second section has fairly short individual missions set in the Soviet Republic and involves reconnaissance, air-to-air and ground attack combat, low level flight to avoid radar, and bombing missions. Enemy planes include Harrier and Chinese fighters. These will be non-aggressive, but if fired upon they'll attack. The scenarios are based around the Baltic Sea, Persian Gulf, Syria and on the Sino-Soviet border. Planes are sent to investigate a shot down MiG, an American nuclear sub and border incursions by the Chinese.

The third and final section is the biggie which brings all the features of the previous missions together. The game will include a top secret document which gives a thorough briefing on the nature of the mission. CU can exclusively reveal that this involves bombing an Iraqi nuclear power station because intelligence reports suggest nuclear weapons are being developed there. Perhaps Domark should have got United Nations approval before they included this.



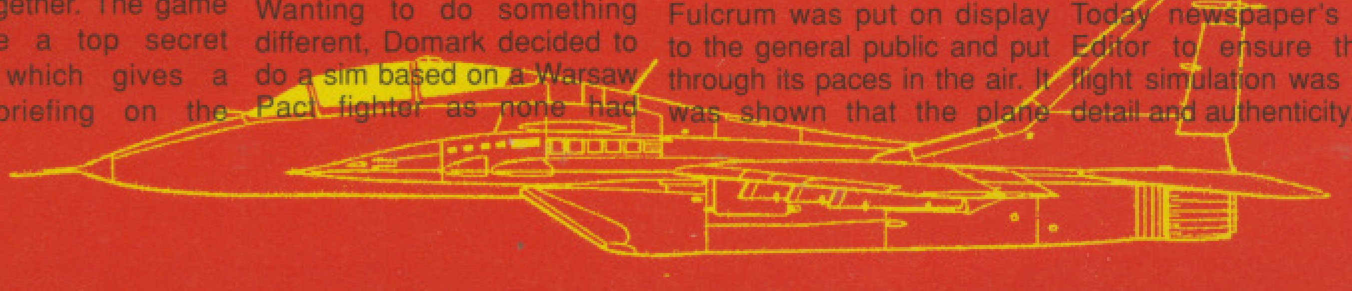
A US Boomer sub has been marooned in ice around the Arctic circle. It's your job as a MIG pilot to fly reconnaissance missions and takes photos of this sub.

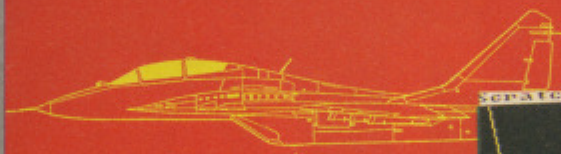


DOMARK

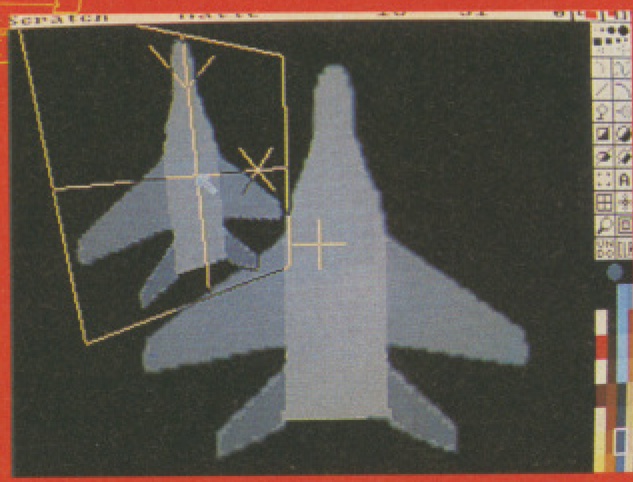
When Simis approached Domark with the 3D engine of their *Interdictor* game on the Archimedes, the softcos immediately started making plans for their first flight sim. Wanting to do something different, Domark decided to do a sim based on a Warsaw Pact fighter as none had been attempted before. After much research, the choice of plane was narrowed down to two: the MiG-29 and the SU-27. The MiG finally got the vote after the Farnborough and Paris airshows, when the Fulcrum was put on display to the general public and put through its paces in the air. It was shown that the plane could emulate the F16 and even out it could even manoeuvre it.

The game was developed in painstaking detail with co-operation of TASS Soviet News Agency and the help of Today newspaper's Military Editor to ensure that this flight simulation was spot for detail and authenticity.





MiG-29 FULCRUM





MIG 29 flying over the Kremlin. These screens show the game in the early stages of development. In the finished game, the plane, which is currently for reference only, will be replaced by a 3D vector representation.

THE KREMLIN

Domark's wholly-owned development house, The Kremlin, provided the game's intro screen which features an animated MiG-29 flying low over the Kremlin in Moscow. Programmed by Mathew Hicks,19, it's an impressive taster of things to come. The Kremlin were also responsible for the screens to each of the five main scenarios. Steven Blake, who attends Farnham College, the top animation school in Europe, used painted pictures and photographic references and made digitised images which were then matted together. The colours were then dithered and shaded to fit the Amiga's capabilities.

MIKOYAN MiG-29

The MiG-29 is a leading edge point defense interceptor/air superiority fighter. Its primary role is to attack incoming enemy aircraft and maintain air supremacy while throwing a protective umbrella over ground troops. Developed as a counter to the USAF's F16, the top-secret MiG-29 is also a front line attack fighter and carries the latest Apex, Aphid and AAM missiles and is equipped wih BVR (beyond range vision) and a heat recognition system. Its large pulse Doppler lookdown/shootdown radar is supplemented by a laser rangefinder and an infra-red search and track sensor. Operating in conjunction with a helmet-mounted aiming device, these enable the MiG-29 to approach its target without emitting any detectable radar or radio signals.

Thanks to Mark Lambert, Editor-in-Chief, Jane's All The World's Aircraft for technical help and information.



The scenarios in this game will be based around the world's flaspoints. Here we see you flying low over the Persian Gulf.





Flying high. The graphics will be designed to give a real feeling of speed combined with combat.

SIMIS

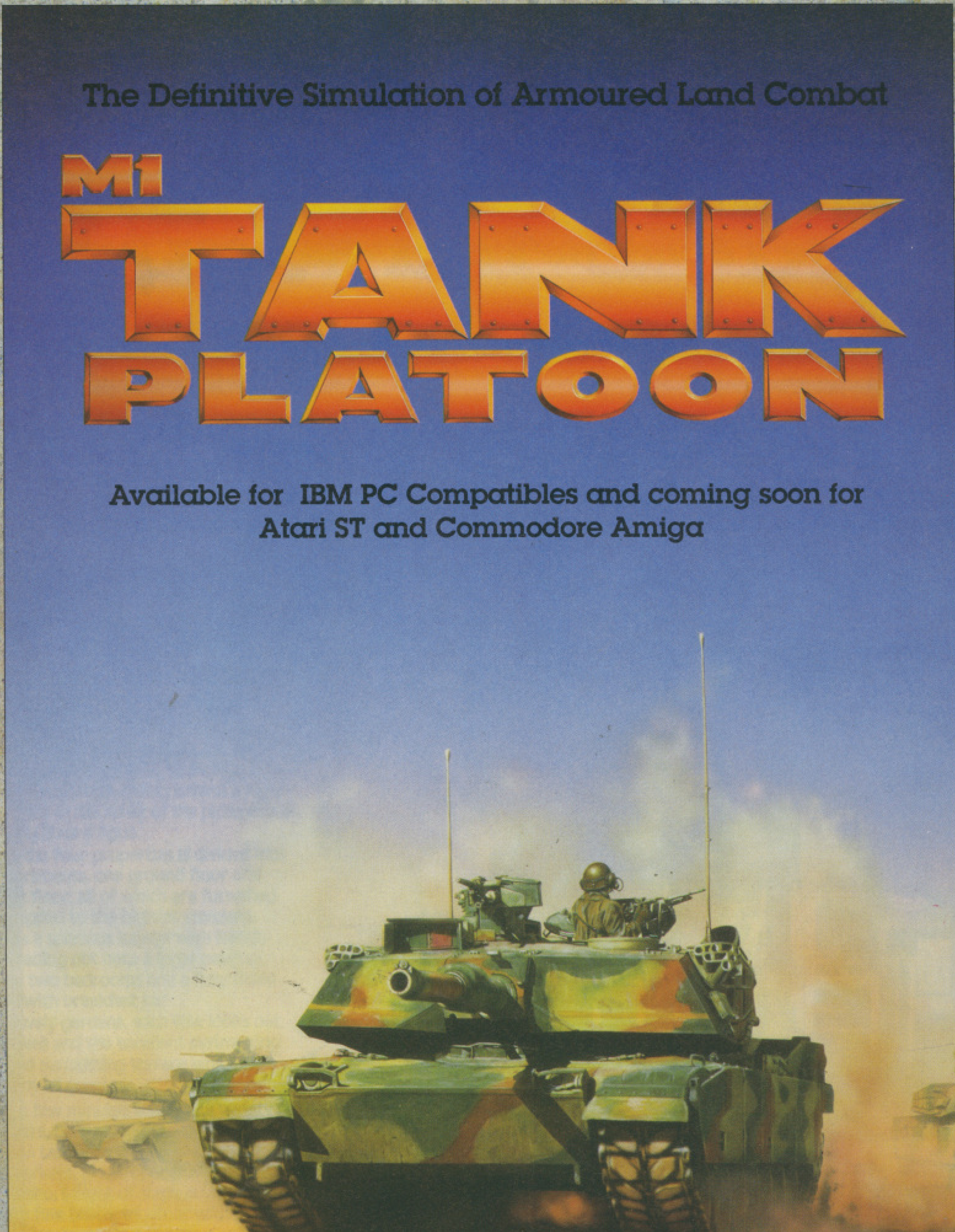
Simis was formed by a team of software designers (ex-British Aerospace) who have extensive experience working with Unix workstations including Sun and Silicon Graphics, capable of generating a million polygons a second and 3,500,000 colours. Their experience covers the development of system and flight simulators and software test simulations which incorporate the latest software design and development techniques. Simis have developed their own 2D and 3D graphics development tools and a high efficiency simulation framework which is used as the core of 3D vehicle sims.

The Simis crew have previously developed software for the Harrier jump jet, principally the mission computer which is crucial to managing and coordinating all the info from on-board computers. Other work has included advanced avionic systems, cockpit displays and neural networks. All impressive stuff and this technical background has served them well while working on MiG-29.



Simis handled all the flight sim routines and developed realtime models of everything, including rivers, roads, trees, explosions, subs and even igloos! The flight sim framework was written in 'C' so that it was portable and then recompiled in machine specific code. Developed on the Archim-edes, the original game ran at an incredible 25/sec, although the final Amiga version will run at an average update of 10/sec. That's still impressive and has been programmed in such a way so that objects don't suddenly 'appear' as in Ocean's F-29 Retaliator, but move towards the plane in a smooth image progression.


JAMES BOND 007
THE SPY WHO LOVED ME
He's Bond · He's Back · He's 007
James Bond returns in a classic action-packed race against time to save the world from the crazed and power-mad Karl Stromberg.
Use your skills to end the threat of global domination as you seek to outwit Stromberg's mercenaries and prevent a nuclear war between East and West.
Exhilarating chase sequences on land and under the sea involve Q's specially modified Lotus – souped up and armed to the teeth.
With one-on-one arcade style shoot-outs, multilevel action and top secret codes to crack, this is the fastest paced and most exciting Bond thriller to date.
Don't miss out on The Spy Who Loved Me – a programming tour de force!
TOP SECRET
007
SUBMARINE CAR
ALBERT R. BROCCOLI
ROGER MOORE
JAMES BOND 007
THE SPY WHO LOVED ME
ALBERT R. BROCCOLI
BARBARA BACH
CURT JURGENS
LEWIS GILBERT
CHRISTOPHER WOOD & RICHARD MAIBAUM
MARVIN HAMLISCH
PANAVISION
MGM/UA
DOMARK
Available on: Atari ST, Amiga, IBM PC 3.5" & 5.25", Commodore 64 (cassette, disk) Amstrad (cassette, disk) Spectrum +3, Spectrum 48/128
Programmed by: The Kremlin
1990 Eon Productions Ltd/MAC B, Inc. The Spy Who Loved Me
© 1977 Danjaq S.A. All rights reserved.
© 1977 United Artists Company. All rights reserved.
Gun Logo Symbol © Danjaq S.A. and United Artists Company. All rights reserved.
'Lotus' & 'Esprit' are registered trademarks of Group Lotus plc
Artwork & Packaging © 1990 Domark Ltd
Published by Domark Ltd, Ferry House, 51-57 Lacy Road, London SW15 1PR
Tel: +44(0)81-780 2224
Amiga & Atari ST Screenshots



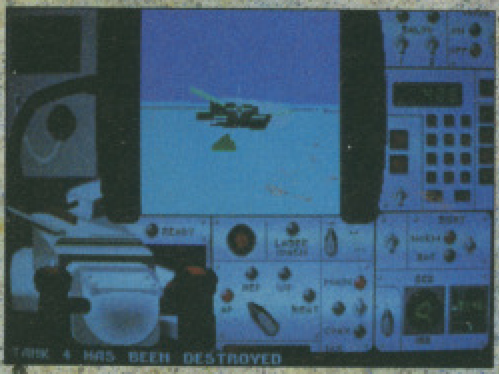
The Definitive Simulation of Armoured Land Combat
M1
TANK
PLATOON
Available for IBM PC Compatibles and coming soon for
Atari ST and Commodore Amiga
MICROPROSE™
SIMULATION • SOFTWARE

Four M1 Abrams Tanks. Four soldiers in each. That's Four Tanks, Sixteen Men. And you control the whole shooting match.

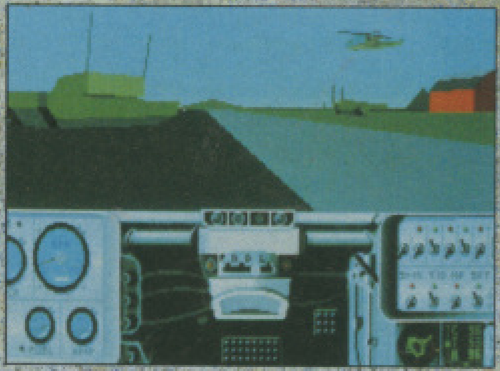
M1 TANK PLATOON



▪ **Leadership.** Each of the 16 men in your tank platoon has his own battlefield skills and abilities. Improving with experience, promotion and decorations, your chances of success increase as your platoon become battle hardened.



IBM SCREEN SHOTS SHOWN. ACTUAL SHOTS MAY VARY



▪ **Strategic and tactical command.** Plan your winning strategies, giving orders to your platoon of tanks, calling in airstrikes and artillery. At any moment you can 'jump' into the thick of the action, taking over direct control, as commander, gunner or driver of any tank.

▪ **Realistic Battlefield terrain.** Make use of natural cover, such as hills, ridges and buildings to hide your tanks, across the huge 16,000 acre 3-D battle zone, just like a real tank commander.

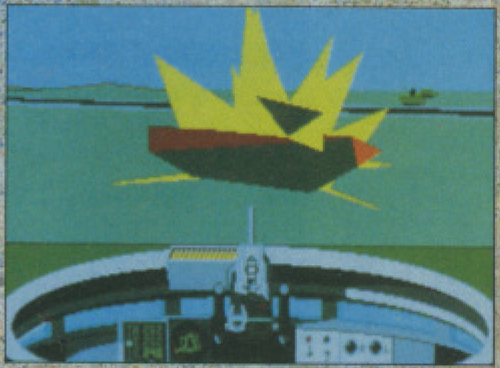
▪ **High-tech war.** Laser rangefinders, depleted uranium penetrators, wire-guided missiles, reactive armour, air support and artillery make M1 Tank Platoon the most comprehensive, up-to-date simulation of armoured land warfare available for your home computer.

M1 Tank Platoon was released for IBM PC compatible machines in October 1989;

"MicroProse has surely excelled on this one: it's all there, from superb playability through great attention to detail to one of the best manuals I've seen in a long time. The competition should watch out, as this one's going to take some beating." ** PC Leisure Spring '90**

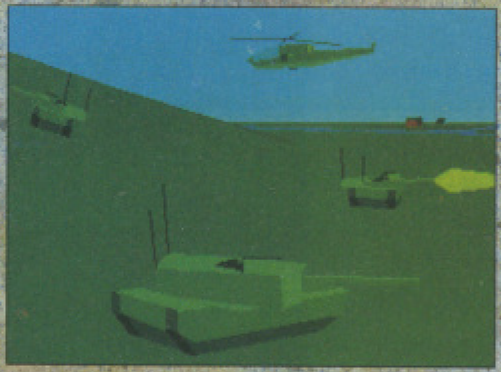
" I can't really fault M1 Tank Platoon as it's definitely MicroProse's most comprehensive simulation yet." 87% C&VG Nov '89

"The most frighteningly accurate tank sim we've seen." 926 Ace Dec '89



▪ **Endless variety.** Fight during the day, at night, in snow, mud, rain or clear weather. With thousands of battlefields and millions of situations and you get endless enjoyment. Decide between single battles or an entire campaign.





BACKCHAT

LETTER OF THE MONTH

LOCK 'EM UP

I have been buying your magazine since the January issue,1988. I've read with great interest the many articles and debates that appear regularly in the mag. One in particular grabbed my attention: the problem of piracy. I cannot see this problem ever going away simply because there will always be people around who break the law. As for introducing tougher sentences I can't see this helping much either. Just look at Malaysia — there the penalty for drug pushing is death by hanging but they still have a massive drug problem. So what do we suggest for the software pirates? My personal answer would be to :

1 Confiscate all computer related equipment.
2 Make them pay an appropriate fine, ie., the losses incurred by the software house concerned.
3 A complete ban on them ever using or operating a computer system for 10 years.
4 For the serious offenders, a minimum jail term of at least six months.

Even with these tough measures the problem would still be there although perhaps not so great as it is at the moment, and maybe then we could start paying realistic prices for our games. Mind you, with the big chain stores taking around 35% from the cost of an average Amiga title this seems very unlikely.

Speaking of costs, how is it that Anco can release such classics like *Kick Off* and *Player Manager* for a full five pounds cheaper than the average at twenty five quid? They have either far exceeded expectations or Dino Dini already owns a Testarossa!

S. Broadbent,
W. Germany

S. Broadbent? Did you know you're one of the refs in *Kick Off 2*? Joking aside, thanks for your comments. Perhaps other readers would like to express their opinions on piracy. And congratulations, SB, you've won out first *Letter of the Month* award and won yourself £100 worth of free software.

Any other bones of contention?

RIGHT TO PIRATE

I've noticed that you detest piracy. But funnily enough, your magazine advertises equipment that could be used by pirates, namely 'Action Replay'. Why do you do this?

Jason Li,
Lancs

Believe it or not, not everybody who needs to copy software is a pirate. If you actually read the advertisement, you'll find the cartridge doesn't copy disks, only what's in memory, and as more and more Amiga games require disk access throughout, it's entirely useless for piracy. Neither Datel or ourselves can condone the use of such items for piracy, and if you know of anybody that is pirating software, don't hesitate to contact FAST on 071-240 6756.

GET MY DRIFT

The review of *Rorke's Drift* (correct spelling puts CU in a very small elite) may make me buy an Amiga. Only now are computer wargames seriously challenging board wargames, and tactical treatments such as *Rorke's Drift* exploit the computer's advantages much better than other programs.

Andy Dalglish,
Cheshire

OVERLOAD

I have recently purchased the August edition of CU Amiga, and put the free disk in my Amiga. First the disk would not go in, so I put Workbench in first. It went in , but it displayed on the screen 'Please insert Deluxe Paint III'. As I have not got DP3 I was very annoyed, so I am asking you to display what additional software you need to load the disk.

Andrew Craven,
Stratford Upon Avon

All our cover disks are self booting, so you obviously have a faulty one. In so far as the DP3 prompt goes, it seems you have tried to access files that should be called up from the boot program. We suggest returning your disk to PC Wise, whose address is printed on the disk instruction page.

WRITE TO CU, 30-32 FARRINGDON LANE LONDON EC1R 3AU

BLAST FROM THE PAST

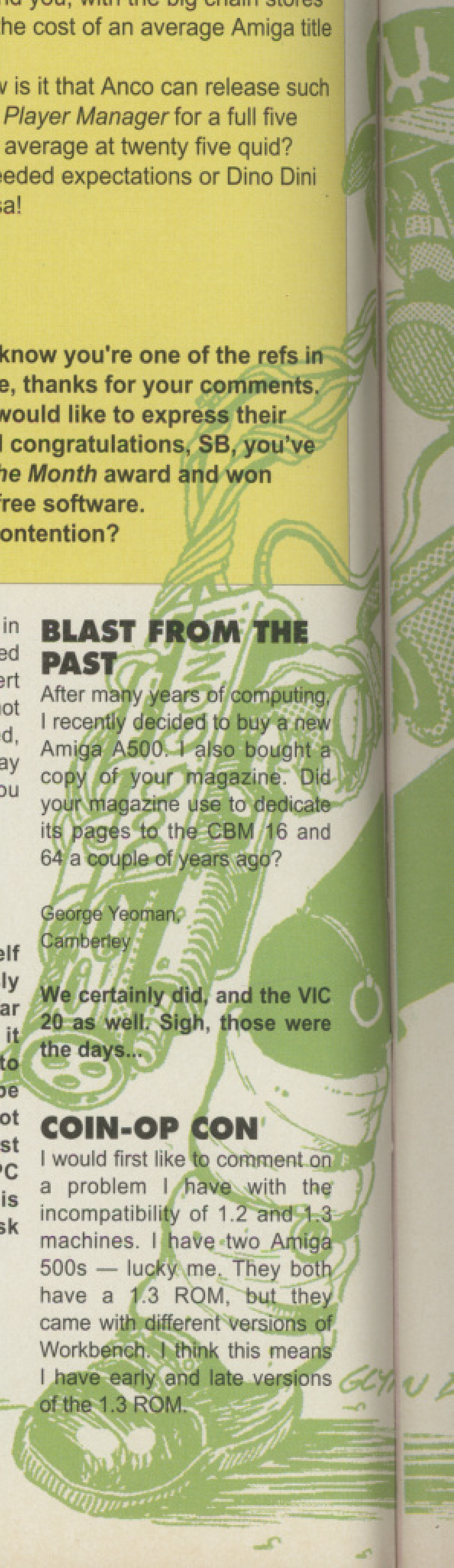
After many years of computing, I recently decided to buy a new Amiga A500. I also bought a copy of your magazine. Did your magazine use to dedicate its pages to the CBM 16 and 64 a couple of years ago?

George Yeoman,
Camberley

We certainly did, and the VIC 20 as well. Sigh, those were the days...

COIN-OP CON

I would first like to comment on a problem I have with the incompatibility of 1.2 and 1.3 machines. I have two Amiga 500s — lucky me. They both have a 1.3 ROM, but they came with different versions of Workbench. I think this means I have early and late versions of the 1.3 ROM.



Some demos I have will only work on the machine with the outdated ROM. On top of that, they will only work if copied on the outdated machine. I have a couple of games — such as *Double Dragon II* — which will only work on the early machine. Why am I having these problems? Who is to blame for them? It seems pretty stupid to me!

I would also like to comment on the sales of Amiga games. My friends and I find it really annoying to find a pathetic game on top of the chart, just because of the name behind it. *Robocop* certainly didn't deserve to be in the chart for around 18 months. Neither did *Chase HQ* deserve to be anywhere near the top ten. Large software companies like Ocean can afford to make poor coin-op conversions, knowing that the name itself will sell the game. Games which should be up the top are ones like *Ninja Warriors*, *Bomber* and *Stunt Car Racer*. Games like these are true works of art which programmers have spent hours polishing.

Kyne Sedgman,
Victoria, Australia

The compatibility problems of the Amiga are solely down to Commodore though they are trying to iron out the problems. Unfortunately people will buy a game on the strength of the title, whether it's a tie in or a conversion, but this happens everywhere, especially in the sports and fashion industries.

SETTING THE AGENDA

My first computer was an Amstrad 6128. The magazine I read was *Amstrad Action* because of its good humour and informative articles, so naturally when I brought my Amiga I read *Amiga Format* because four members of the *Amstrad Action* team were now working for them.

Scandal, you may think, but at the time it made sense because *Format* had twice as many pages, better coverdisks and a humour page at the back.

But now CU is increasing its amount of pages and the cover disks are getting better. That's everything apart from the page at the back, but then CU has got Agenda which is EXCELLENT. So for the past few months my favourite magazine has been CU and I've got a feeling that it will stay that way.

Finally, I wish these budget companies woud get their act together. Recently I bought *Turbo-Cup* on the Smash Sixteen label. It had a nice big Ferrari on the cover which is a bit pointless as the game features Porsche-only races. What a stupid mistake.

Anyway, keep up the good work!

A Baird,
Herts

Thanks for the compliments. As for the budget software, you have to admit it's still a damn sight better than this time last year. Watch out for new 16-bit budget releases from Ocean in the very near future, too.

READERS' REVIEW

Have you ever read one of our reviews and thought, 'What a load of tosh'? *For The Record* lets you put the record straight and win a free game, worth £25, into the bargain. If you've bought a game and think it's scored too highly or marked too low, write your own review and send it in to *BACKCHAT*.

I can agree with most of ex-editor Mike Pattenden's points in his review of Elite's *Ghosts 'n' Goblins*, but I cannot for the life of me understand why he only gave this fabulous game an overall score of 70%. It deserves at least a Superstar. I was a big fan of the arcade game, but I was never able to get very far as I wasn't a millionaire. Happily, the Amiga version is identical in every respect to the arcade game and I haven't stopped playing it since I bought it. I can't get very far because it's so hard, but you're supposed to have a challenge in a game. Who cares if it needs a meg expansion and it has to load in each level separately? For heaven's sake, Mike, what do you expect when the end result is arcade quality graphics and sound. Give *Ghosts 'n' Goblins* a Superstar now, or I'll stop reading CU.

Fergus Downey,
Teeside

***G&G*'s overall score was a reflection of Mike's personal opinion. Show him some leniency, after all he was a fan of the game five years ago. Oh, and we'll be sending you one of the games reviewed this issue as a prize.**

CLUB CRAWL

Why not get your user group a bit of free publicity and let people know you exist? *Club Call* is your chance to spread the word and watch your membership grow. Jot down details of your club or user group and send it to *Back Chat*. We'll print as many as we can.

I am writing to tell you (and interested users) about our user group, 'Macclesfield Computer Club'.

The club has been going for 7 years and caters for all interests and computers. All the members are very helpful — particularly to new users. Club funds are used for show trips and buying equipment for members etc.

We are hoping to organise a special 'DEMO DISCO NIGHT' for children's charity, where all the best demos from around the world will be shown on a giant projector screen, plus there'll be a full disco laser support show for entertainment.

Anyone interested in either can write in for more details. Better still, just come along (and bring a machine if you like) or just come for a drink and a chat.

It's on every Tuesday night at Harlequins Wine Bar, 68 Chestergate, Macclesfield, Cheshire.

J Bradbury,
Chairman

THE CU COLLECTION



SKY FIGHT

LOOK TO THE SKIES AND ADDICTIVE GAME ACTION. Two player head-to-head shoot 'em up, such as this, helped pave the way for future software. Now we at CU you are giving you the chance to sample this classic game genre.

Duck, weave and out fly your opponent as you attempt to get him in your sights and gun him down.

Two energy bars at the top of the screen show how damaged the planes are becoming. You bar the farm if you run out of power

DEMO FAX Supplier: Premier PD
Controls: Joystick+Joystick/Joystick+Keyboard
The screen is wraparound, so you can fly off one side and come on the other. An auto fire option is included so you can really put your limitless ammo supply to good use.
NOTE: You may need to switch off any extra memory to allow this game to load.

THE VILLAGE AND PICTURE

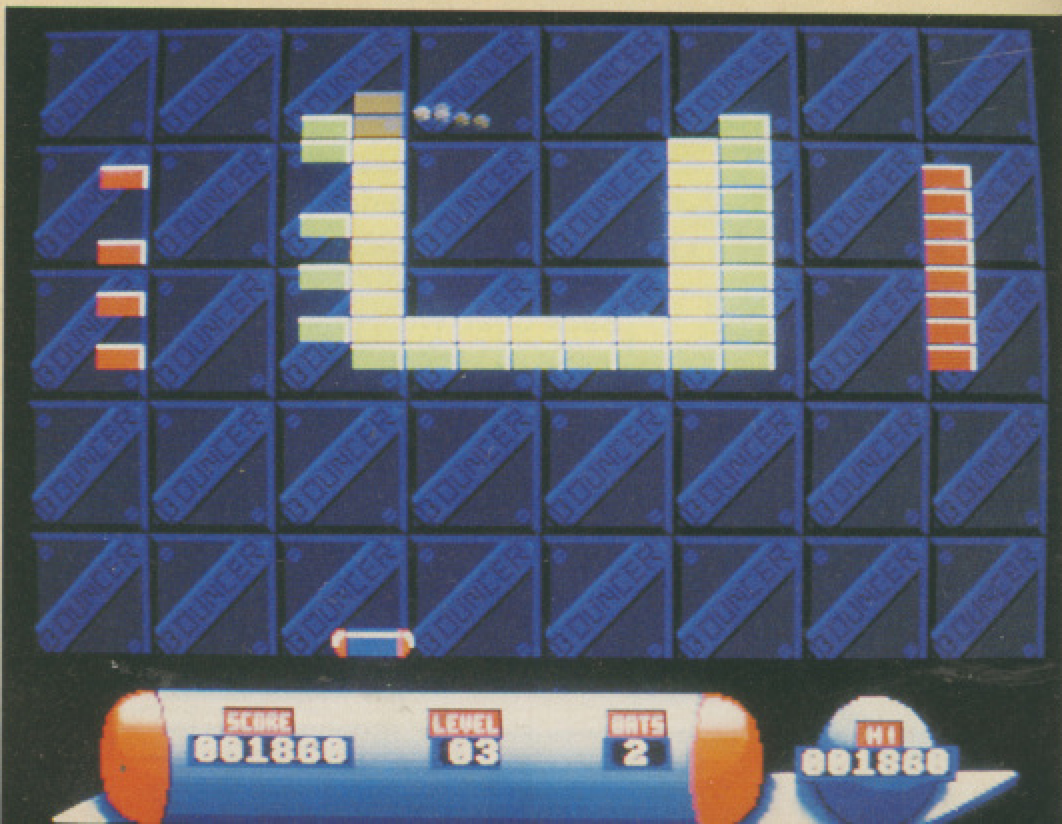
"Where am I?" In the Village. "Who are you?" CU Amiga. We're Number One. You won't want to leave this village. Let the exclusive music play...



BOUNCER

Seen it, been there, done it? Perhaps, but Bouncer is good enough to spice up the reflexes of any jaded joystick juggler. It's P.D.Q. That's Public Domain Quality. And we mean quality.

Breakout-style action which rages over several brick-bashing levels. As usual check out the falling goodies to boost the paddle power. But watch out. They all look the same so you don't know what extra



Stand-by for world war one, biplane, two player dog fight extravaganza. Plus brick-busting Bouncer, the game of balls and walls, three ace musical demos and hacks galore. All in this in this month's CU Collection.

action you've got until you catch it. And by then it could be too late. But most falling bricks will enhance your play. They allow you to increase and decrease paddle size, skip a level, stick ball to bat. There's even one which puts you on automatic play for a limited time. Don't relax too much, the return to manual play can catch you out.

NOTE: You may need to switch off any extra memory to allow this game to load.

CONTACT A.B.O.T.S.

Keep in touch with the PD world. Reach out, make contact.

IT'S EASY

Using this disk is easy. reset your Amiga and insert disk. The opening screen - with it's own virus killer - presents you with several options. For smooth operation turn off the drives and memory. Then select your choice. When the demo has finished, reset the Amiga and reload.



FAULTY DISK

If your disk doesn't boot or you think there's a problem, wrap it up and send it to CU Amiga Disk Returns, PC Wise, Merthyr Industrial Park, Pentrebach, Merthyr Tidfil, Mid-Glamorgan CF48 4DR.

DEMO MEMO

If you have a demo which you think is good enough to feature in the CU Collection why not send it to use. But it has to match the following requirements: **1** Demo must be less than 100K.

2 It must not contain any offensive material - bad language etc. **3** If you was your disk returned please enclose a SAE. **4** Then send your demo to ***Cover Demo***, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

The disk was compiled by A Bit On The Side, 8 Thorald Place, Kirsandall, Doncaster DN3 1NU. The hacks section was put together by Andy Grifo.



MAYHEM

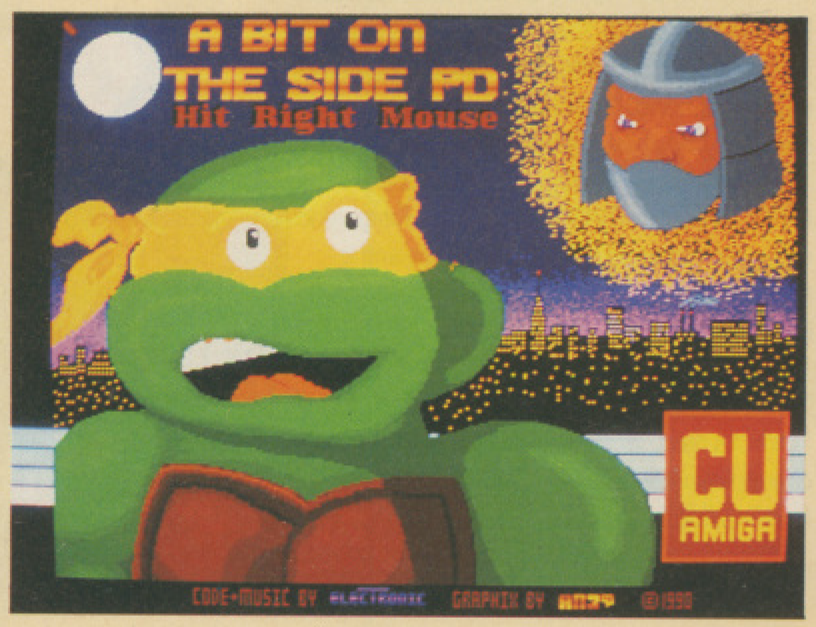
Also submitted for your approval is the mayhem demo. A truly excellent tune and psychedelic scrolly. Best played with the lights down.

SUPERHACKS

Games getting the hack attack treatment this month are Denaris, After Burner, Super Hang-On, Pacland, Sword of Sodan, R-Type, New Zealand Story, Xenon I and II, and Blood Money. Just follow the instructions.

CU RAP

Load up and relax before you play by listening to the specially-composed Mutant CU Ninja Amiga Teenage Turtle Zap Rap. It's RAM hot.





11

5



OUTER LIMITS



9

1 TREBLE VISION Toshiba's new hand held 3D video Camcorder. with 3D glasses and a hefty £2,900 price tag.

2 DAT's RIGHT At last Digital Audio Tapes (DAT) have landed. Offering CD quality with a recording facility. Should be on the shelves at Christmas, priced at a mere £600.

3 MICRO VID Squaring up to Sony's video/tv handheld is Finevisions new KL-V10. No price or distributors here yet.

4 BRIDGE BOARD If you ever fall short of a team for bridge you can play this computer. £59.95 from The Leading Edge.

5 DESIGNER MIDI The Astarte YST-C11 from Yamaha. Twin cassette, radio and a CD player capable of taking 3 and 5in disks, this lot comes in just short of £600.

6 EDIT YOUR MOVIES Based on a Amiga and using two modified Panasonic videos and a Genlock, you can do it. For more info contact KRP on (041) 762-2510, but it costs £6,000.

7 WAKEY WAKEY CD radio alarm clock from Ross. All mod cons plus a built in mike so you can tape yourself snoring. £199.95 from The Leading Edge.





4

12





13





2



6



8



10





8

1



7

8 PORTA STUDIO It looks like your average four track, but it's not. First record you vocals, then lay down one of the preset drum tracks, then there's 28 other instruments that can be laid down on the remaining three tracks and edit it all note by note. Hot rocking from The Leading Edge priced at £399.95

9 STICK UP Get sticky up spikes like Deputy Dan's with this super kitsch 50s-style hair gel.£4 a can from American Retro, 35 Old Compton Street, London W1V. Tel: 071 734 3477.

10 BOING!!! Said Zebedee. But before you nod off set your alarm clock which looks like a watch. £31.95. from American Retro.

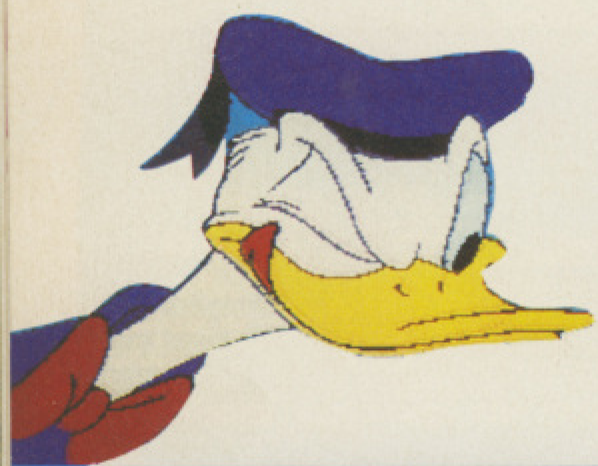
11 RACEY NUMBER Chunky sports car driver's watch. You can tell the time no matter which angle your hands lie on your steeering wheel. At £48.95, a bargain from American Retro.

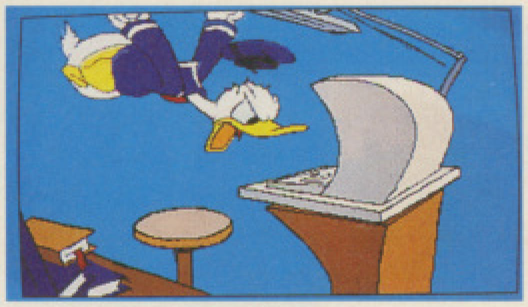
12 FOUR EYES John Lennon specs or Nana Moussaka's sunshades . Both from American Retro, and it's £55 to look like a Nana or £38.95 to look like a lemon.

13 READ Great new comics and comic novels. From Comic Showcase, 76 Neale Street, London.

DEMOS

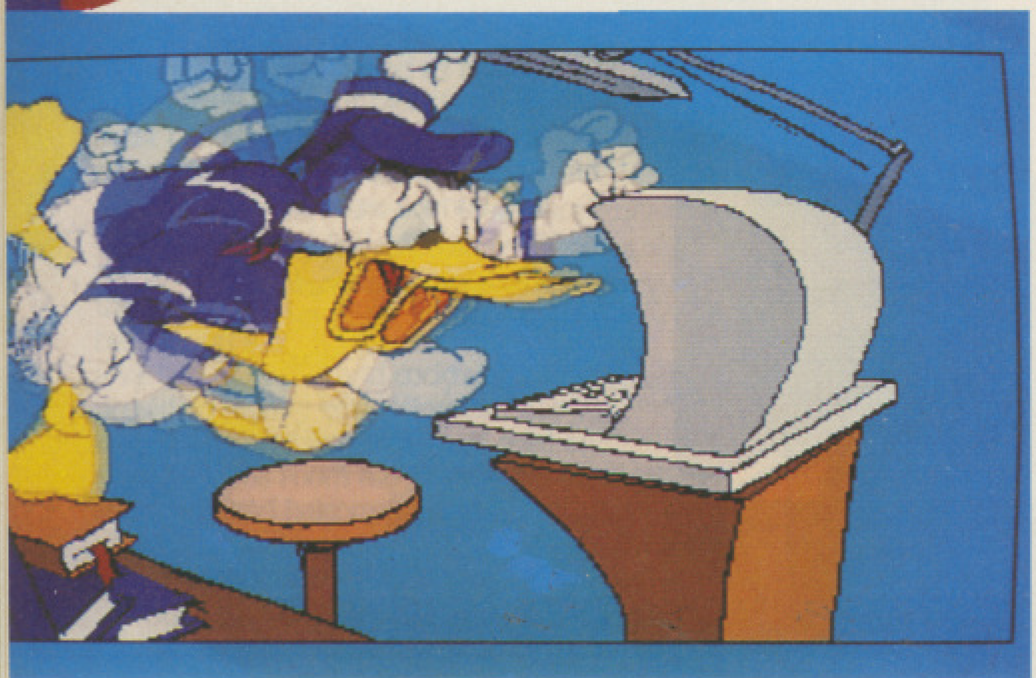
This month we have the essential guide to Public Domain, your chance to win a hundred free PD disks, plus the usual round up of all the latest shareware releases.







A digitised rave complete with music and ravers adorns this hatrick release.

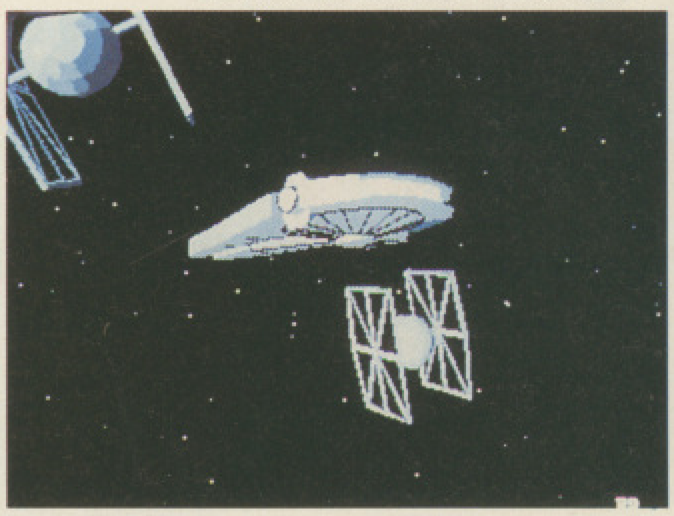


The excellent Donald Duck demo from Virus Free PD illustrates just what can be done with the animation tools on Deluxe paint III.



The cover from Ride The Lightning by Metallica, is just one of many features on Seventeen Bit's latest slideshow.

Below: A new release from Tobias Richter.



SUPPLIERS' GUIDE

Premier PD: 15 Croxteth Drive, Rainford, Merseyside, WA11 8JZ.

Virus Free PD: 23 Elborough Street, Swindon, SN2 2LS.

A Bit On The Side: 8 Thorald Place, Kirk Sandall, Doncaster.

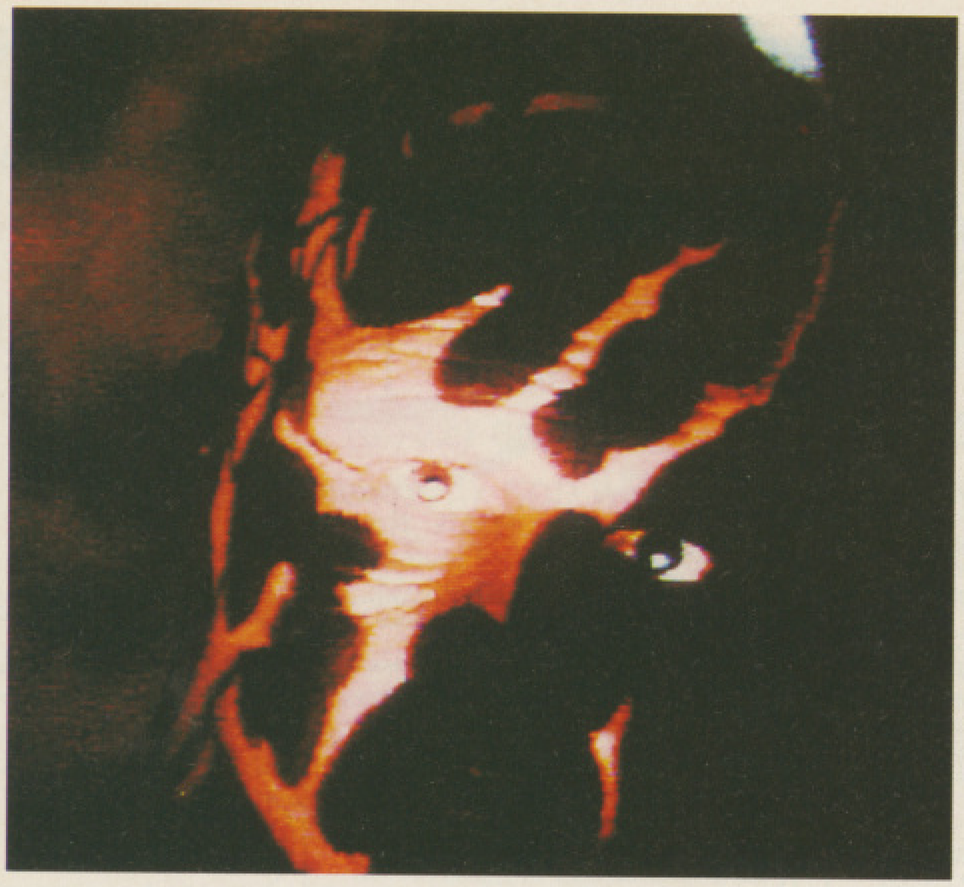
Hasselfree PD: 168 Wolsey Way, Syston, Leicester, LE7 8NX

NBS: 132 Gunville Road, Newport, Isle Of Wight, PO30 5LH.

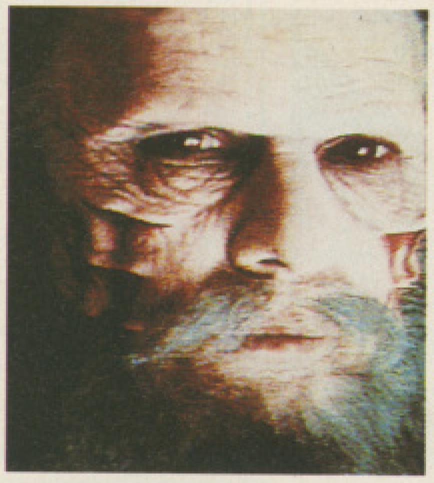
Seventeen Bit: PO Box 97, Wakefield, WF1 1XX

Recoil PD: 10 Down Side, Epsom, Surrey, KT18 5EX.

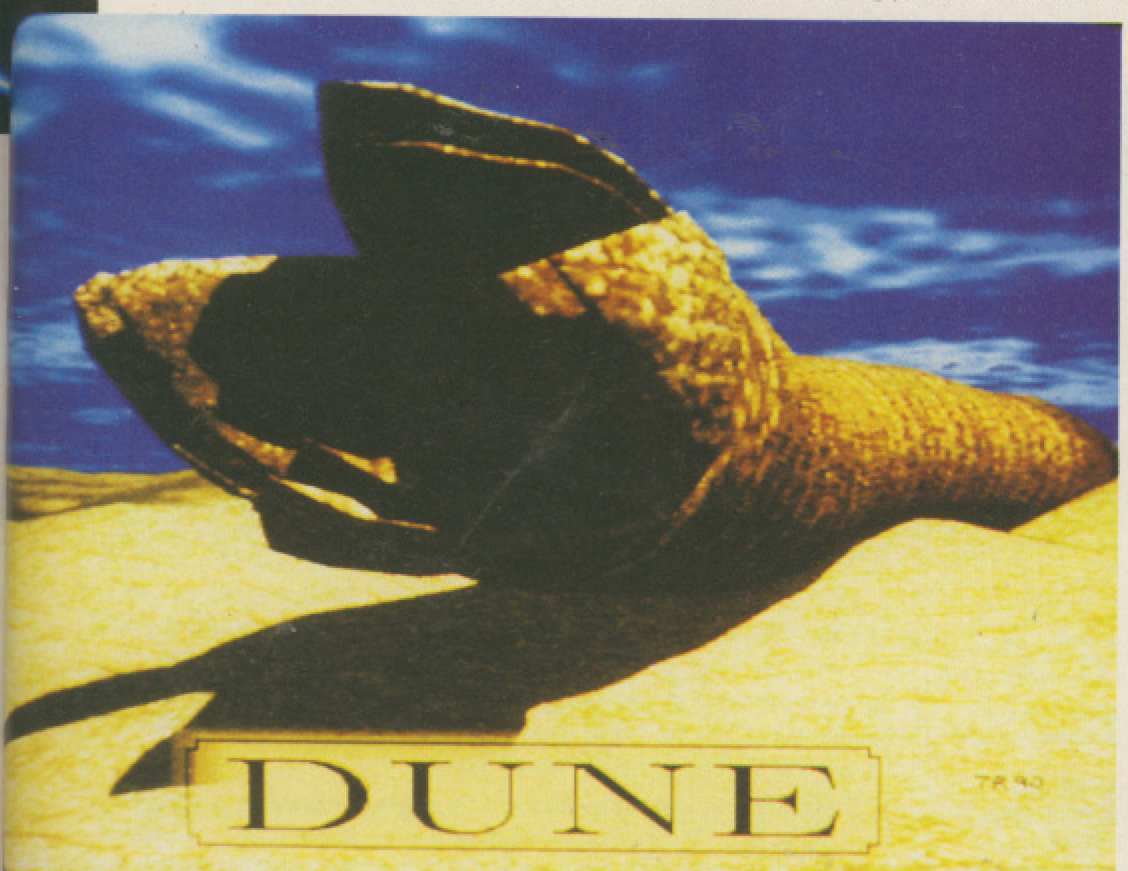




Above and Left: Excerpts from the Nightbreed slideshow by Hatrick. It features digitisted pics from the film, as well as a haunting soundtrack.

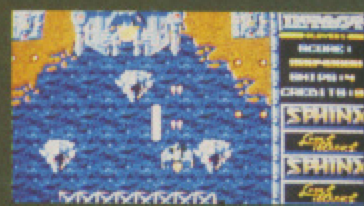


Another slideshow from Tobias Richter. Unsurprisingly, it shows shows his unquenchable thirst for science fiction and his amazing prowess as an artist.



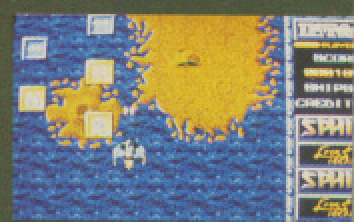
DEMO OF THE MONTH

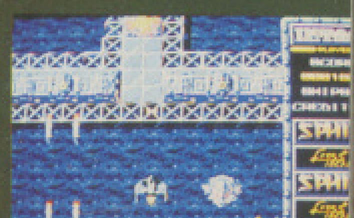
TITLE: Intact
AUTHOR: Budbrain
SUPPLIER: Virus Free PD
INFO: 1 disk, unexpanded machines.



Intact is set to clean up on the PD scene. Not only is it cheap, but it surpasses many of the shoot 'em ups in the full-price range.

It makes use of the age-old, successful, vertical scroll format. You guide your ship through wave-upon-wave of killer space craft and ground targets, while avoiding bullets, lasers and guided missiles.





Whenever you destroy a wave of aliens they leave behind a collectible token, which can be used to buy extra weapons later on in the game.

I highly recommend *Intact*. It's addictive, absorbing and fun. Get a copy now!

Mark Patterson

" Slickly made, addictive German shoot 'em up "

GRAPHICS	80%
SOUND	82%
LASTABILITY	89%
PLAYABILITY	85%
OVERALL	**90%**

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625 ACID MIX 2
626 ACID MIX 3
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D186 ANARCHY DEMOS...Great flashy demos inc COMA!!
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D011 NEWTEC DEMO REEL 1 (1 MEG 2 DISKS)...Very good advert demo!
D034 BUDBRAIN MEGADEMO...Terrific graphics and Coma close. (2 Disks)
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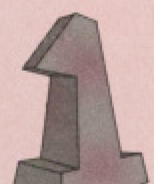
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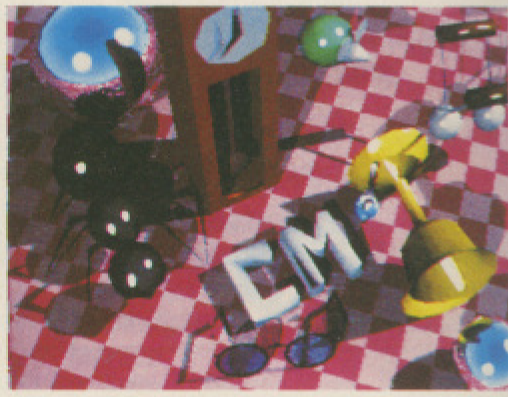
CU, in conjunction with Virus Free PD, are giving away a truck load of free PD. 100 disks first prize, 25 second and 10 for the third place winners. All you have to do is name the demo. Below you'll see three sections from big name demos which have been released over the last four months. We need the name of each demo plus the name of the crews who programmed them.



Answers on a postcard to: PD Giveaway, CU, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. Answers must arrive before 1st November.

PD OR NOT PD

Public Domain software is intended to be copied and distributed by anybody. It includes utilities, games, or demos put out by programming crews showing off their various talents. PD is a cheap, easy way of getting hold of some really top quality software. Keep an eye on this section for a definitive roundup of hot new releases. If you have any demos of your own which you would like featured in this section, send them to: **Readers Demos, CU Amiga, Priory Court, 30-32 Faringdon lane, London, EC1R 3AU.** Please enclose an SAE if you want your disks returned.



Ray traced 3D abstractions on Gary Tower's latest disks. Available through Seventeen bit.



PD TOP TEN

X-Over 18's V-Graphics S-Sound
U-Utility G-Graphics M-Miscellaneous

1	U	Essential Utility Disk
2	S	Enhanced Musicmaker
3	S	Funky D
4	M	Dynamic Dave's 3
5	S	Power Remix
6	X	S. Video
7	U	Dope Intro
8	M	Mental Hangover
9	X	S Games
10	G	Donald Duck



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VIDEO VIEW





Wiater, there's a yourth in my Wheato's!

Here it is. With the best releases, it's CU's very first video review column. Pull up a seat and grab the remote — it's video time with Jane Garner. . .

HONEY I SHRUNK THE KIDS

TOUCHSTONE
RELEASE DATE OCTOBER 11TH
PLOTLINE: Pop makes the pips squeak.
GIMMICK: 1/4 inch teens, mom's 50 foot apple pie
HIGHLIGHT: Swimming in your breakfast bowl

Don't panic this isn't another Snow whiter than white Bambi-style epic. This is Disney for the 90's — real action, some of the best FX around, plus the talents of Rick (Little Shop Of Horrors, Parenthood) Moranis.

Struggling scientist, Wayne Szalinski (Moranis), reckons his fortune must lie in his reducing machine but he doesn't reckon on Einstein's little-known scientific premise — the cock-up theory of Quantum physics. At the least opportune moment, his kids and the next door neighbours' are shrunk to a handy sized 1/4". Before you can say short ass, the kids go out with the trash and escape from that hot and sweaty bin liner into the garden. If you think this sounds childish, don't panic — for fans of big budget FX the fun is just beginning.

The garden becomes a jungle and there's a whole host of insects hell-bent on lunch. The FX are wild and the humour comes thick and fast without the dreaded Disney sentiment.

Aptly, Disney look ready to turn this into a mini-series. Watch this with your grandma or a six pack.

★★★★

PHANTOM OF THE OPERA

CASTLE
RELEASE DATE SEPTEMBER 27TH
PLOTLINE: Beautiful maiden loves musical monster GIMMICK: Kruger minus pizza mask
HIGHLIGHT: No Michael Crawford, no Sarah Brightman

Should the plot have escaped you (don't bother to see the Lloyd Weber production), here it is.

Talented singer, Christine (Jill Scholen of The Stepfather), knocked unconscious whilst auditioning, wakes to find herself in the Hollwood version of Victorian England. . . since when did the Queen's subjects hail cabs by shouting Yo!? Understudy to the magnificent Carlotta Christine, her unseen teacher is none other than the Phantom (alias Robert 'Freddy Kruger' Englund). Fame, he assures her, lies just around the corner. And just to prove the point he kills a stage hand, skins him and hangs him in Carlotta's wardrobe, giving her a shock that renders her voiceless.

Christine has been handed her first big break — but the body count continues. . . It's time to send for Hollywood's version of Scotland Yard.

★★

All expense spared on redesigning Freddy.



BLIND FURY

RCA COLUMBIA
RELEASE DATE OCTOBER 12th
PLOTLINE: Rutger Hauer movie
GIMMICK: Blind Vietnam vet hero
HIGHLIGHT: Rutger Hauer

When it comes to putting bums on sofas and cassettes in machines there's not many who can claim to succeed like Rutger Hauer. Blind Fury scores on originality and takes all the prizes for bad taste. Rutger plays Nick Parker and you've never seen an American hero like him. A blind Vietnam veteran, he is also an expert martial arts swordsman. But Hauer doesn't just play for laughs. He throws himself into the role, playing a man who's as quick as a snake, strong as a bull and blind as a bat!

Returning to America he finds himself enmeshed in a plot to kidnap his best friend's young son. And what with murder, mayhem and designer drugs there's enough aggro to keep most Hauer fans happy.

RE-ANIMATOR 2

MEDUSA HOME VIDEO
TO RENT FROM SEPTEMBER 19TH
PLOTLINE: Nutcase 'builds' a groovy chick
GIMMICK: A tankerful of ketchup
HIGHLIGHT: A four fingered eyeball

Sequels are rarely good news especially ➢



VIDEO VIEW

➢ where the original was low on budget but high on originality. All too often its vice versa second time around.

Happily, Re-Animator 2 is a different kettle of fish, (or bag of body parts). It sees the return of Dr Herbert West (Jeffrey Combs) and his luminous liquid that can literally breathe life back into the dead. This time he gets a bit green and creative and recycles himself an ideal woman.

West manages to come up with some extraordinary little numbers including dogs with hands and a nifty little four fingered eyeball...

As for the blood 'n' guts, Re-Animator 2 employs it by the gallon load. This is only for those with a cast iron stomach and a keen sense of humour. Barf while your belly bursts with laughter.

★★



"Hmm, what do you fancy? Doner or Shish?



ELVIRA

NEW WORLD VIDEO RELEASE DATE OCTOBER 1ST PLOTLINE: Elvira pursues an inheritance GIMMICK: Cleavage, giant hairdos HIGHLIGHT: Elvira's custom-built T Bird

Her very name, Elvira Mistress of the Dark, provides a not so unsubtle clue as to the tone of this film. Clive Barker it ain't — more like Carry on up the Coven.

Elvira's alterego, Cassandra Peterson, coaxes her hair into a mile high bouffant and slips into her famous dress — her Great Aunt Margana has recently died and Elvira wants her house, her pet poodle and her lots and lots of lolly. She rolls up for the reading of the will in her custom built T Bird and gets her talons on the locals.

A tart with a heart? Maybe not. She's the daughter of a witch and if you wait a whilel and you might – just might – be able to catch Accolade's game. Titter ye not, missus,

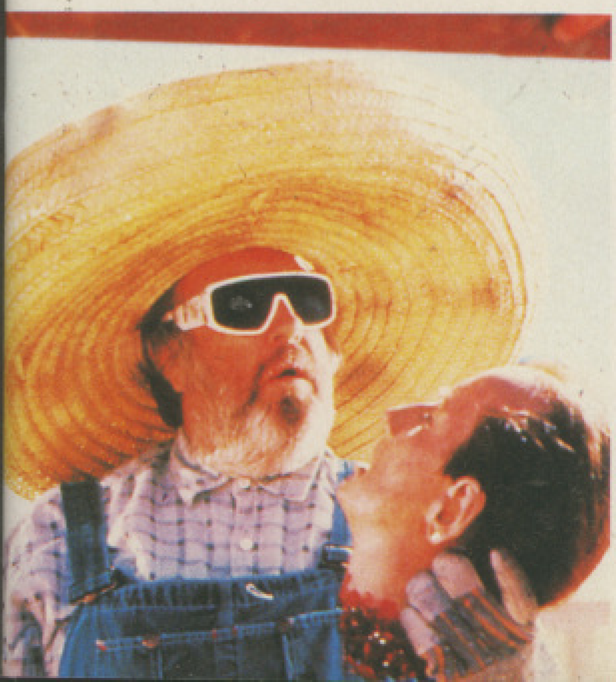
SUNDOWN – THE VAMPIRE IN RETREAT

VESTRON
RELEASE DATE SEPTEMBER 19TH
PLOTLINE: Bloodsuckers vs veggie vampires
GIMMICK: Horror flick meets western
HIGHLIGHT: Lunch time

All the vampires in the mid-west town of Purgatory have given up blood for a bottle substitute. There's plenty of the amber (ish) nectar and no slog tracking it down. Life couldn't be easier. That is until the blood plant breaks down and they're forced to ask for human help.

A bit clever dick, but there's some great man-to-bat transformations and some pretty impressive gore. Well worth passing the garlic salt for.

★★



WORTH WATCHING OUT FOR:

BASKET CASE 2 MEDUSA
BRAIN DEAD MGM/UA
A WEEKEND AT BERNIE'S MGM/UA
HALLOWEEN 2 CASTLE TO BUY AT £9.99
GLORY RCA/COLUMBIA

RATINGS

★	POOR
★★	FAIR
★★★	GOOD
★★★★	EXCELLENT






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KONAMI

SCREEN SCENE

Welcome to Screen Scene, the essential guide to Amiga games. Our reviews are timed to coincide with the release dates of the games themselves, so you won't find any out of date reviews here, only up to the minute information from an experienced team of joystick journalists.

SOUND
Four channel sampled stereo rock or a Stock, Aitken and Waterman drum track? The higher the rating the higher you run the volume.

GRAPHICS
Not just overall prettiness, but animation, style, design and the way the visuals fit in. So it doesn't have to be the prettiest game in the world to score high here.

PLAYABILITY
This rating lets you into how easy it is to get into a game, and once you start playing whether it's addictive or uninteresting dross.

LASTABILITY
Speaks for itself. The higher the rating the longer you'll be loading it up. Ties in closely with the playability rating.

OVERALL
The most important of the lot.

And here's CU's rough guide to ratings:-

0- 29%	Man, this stinks.
30-39%	Phew, avoid.
40-49%	Below par.
50-59%	Worth checking out if you're a fan of the game style.
60-69%	Above average, but with a lot of room for improvement.
70-84%	Good but flawed.
85-92%	ScreenStar, recommended.
93%+	Super Star, our highest accolade. Must not be missed.

'Yes M'lady... '



Dan finds that language is often a barrier on blind dates.



AMIGA SPEC
Watch out for this addition to our reviews. The Amiga is the finest home computer that money can buy, and if we really feel that a game is pushing the boundaries of the machine we'll tell you how and why. Each and every Amiga soec will be tailored to the review. Some of the ratings are objective — eg number of onscreen colours, levels etc; others, such as an assessment of the scrolling speed, are based upon the considered opinions of the CU Amiga team. All such subjective ratings are marked out of ten.

AMIGA SPEC

MEMORY REQUIRED	440K
SCROLL SPEED	6
COLLISION DETECTION	4
COLOURS ON SCREEN	32
LEVELS	48
DIFFICULTY LEVEL	8
HOURS TO COMPLETE	67
NUMBER OF PLAYERS	2/4
GRAPHICS STYLE	SOME FRACTALS SYNTHESISED
SOUND	+ COIN-OP SAMPLES

THE TEAM

STEVE JAMES —Giving up his company Porsche in exchange for a bike is just one of the selfless acts perpetrated by Steve. He's also known for taking his dinner suit to far off countries an posing as James Bond to scare the locals

DAN SLINGSBY —
Here Dan's pictured half way through his grand hopping marathon of north America (this picture was taken just before frugal D.J. Slingsby had a curse laid on him by the Red Indian woman for not giving her twenty cents).

MARK PATTERSON —
Another dazzling rehearsal room performance from Mark overwhelms Steve Vai, Eddie Van Halen and Joe Satriani who are standing admiring the way they're standing in this arty up-'n'-coming band shot. Rock'n'Roll.

Ninety-three percent and a game's worth a superstar. We hardly throw these around — but if a game displays totally superior qualities, it just might be in with a chance.

The CU Screen Star is for games scoring 85%-92%. If a Screen Star is awarded then you can be sure that the product will have reached a high standard in gameplay, sound and graphics, and that it will have long lasting appeal.



ITS A STATEMENT, MAN......!

MEAN STREETS



The aim in the shoot out scenes is to make money .

Below: Phallic buildings of the future



CD-Rom systems are using their vast memory and real sound capabilities to produce games which are more like films than conventional software. Standard home computers such as the Amiga don't much of a chance of matching a machine which can access over a hundred and twenty megabytes of information as well as recorded music, but *Mean Streets* is a very good attempt to mach this new phenomena. Whether it wants it or not , this is the comparison which will be made.

Tech's, Pls, Dick's, call them what you will, but for some reason they all seem to wear beat up old flasher's macks, bashed fedoras and carry a .38 special tucked under their shirt and braces, and they always talk to themselves. In *Mean Streets* you play such a private investigator, Tex Murphy, only he's sleuthing around in the twenty-first century.

Your case starts with a rich, young, attractive broad stepping into your office and offering you a ridiculously high fee to investigate the mysterious suicide of her father. It's a job you can't turn down.

As in the film Blade Runner (which the environment of the game ressembles) ground vehicles are no longer the common



Solving the overall puzzle is a matter of wrapping up lots of minor problems, such as finding combinations to safes, or finding missing persons. When you enter an unoccupied building the game format changes to one similar to the Sierra adventures. To move Tex around you need to point at a location with the cursor, clicking on an object will bring up a menu of nearby items. All these can be operated on, but what they do is left to you to find out.

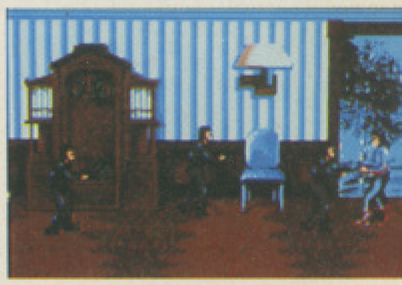
CU SCREEN STAR

SOUND The most notable feature about Mean Streets is that it brings the CD-Rom tout of a digitised cast and sound to the normal micro. Here on your disks you get a full cast of digitised people whose expressions match the mood of their conversation with you. The quality of the graphics is high, it needs to be to compensate for the lack of animation frames. The there's sound. The music is all digitised, as are the sound effects. Vanessa and Li Chin both have their own sampled phrases. Even the intro tune's impressive, modern sounding and sampled through three channels.

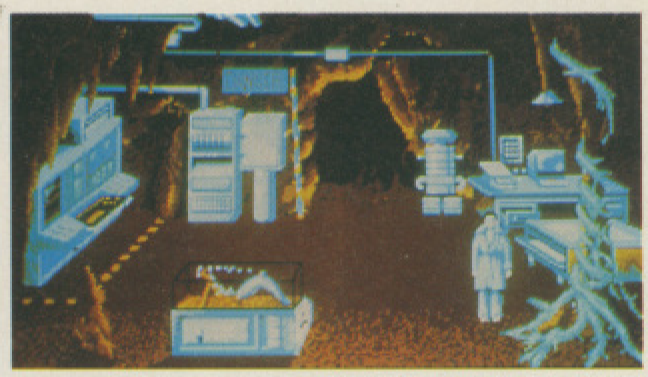


Top left: It's hard to quit with an employer like that.

Right: Search the building in true Sierra style







A thorough search of every location is vital. It's all to easy to overlook an important clue.

mode of transport. The hover car has revolutionised transport, and it just so happens you own one. Instead of using addresses or co-ordinates to guide you round the city all key locations have navigation codes. When you enter one of these codes the car's computer shows you where to fly and how far the location is. Then you can fly manually or use the auto pilot to get you there. The game starts you off with six navigation codes, which is enough to get you into the game and give you a few good leads.

Finding out about people can be costly. You have your secretary, Vanessa, who can find out basic facts, but for more personal details you need to go to Li Chin, your informant. For a small price she'll dig up all the available dirt on a character. You'll find yourself going to her quite a bit as she is a constant source for Nav codes.

Money is important. It's the best way to loosen tongues, violence also works, but occasionally you get flattened instead. To make more money you can take a trip to the lawless zone, the games arcade sequence. Tex is now on a left to right scrolling screen, armed with his pistol and a facing hordes of on coming criminals. A bounty is awarded for each criminal killed. This section's quite primitive, old idea, average execution, but fun all the same.

Mean Streets manages to find a fairly distinctive brand of game play. I personally would like to have wandered round the streets a bit thus expanded the games features, but that's a fairly minor quibble. Absorbing, atmospheric and clever, *Mean Streets* gets serious high fives from me.

Mark Patterson

US GOLD £29.95

' Excellent high quality adventure '

GRAPHICS	88%
SOUND	89%
LASTABILITY	90%
PLAYABILITY	89%

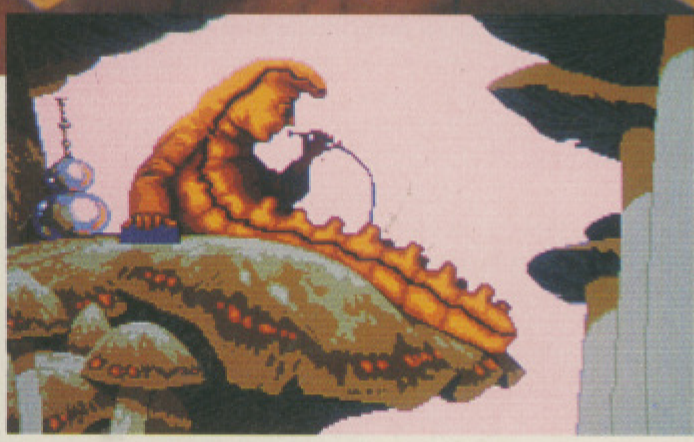
OVERALL 90%



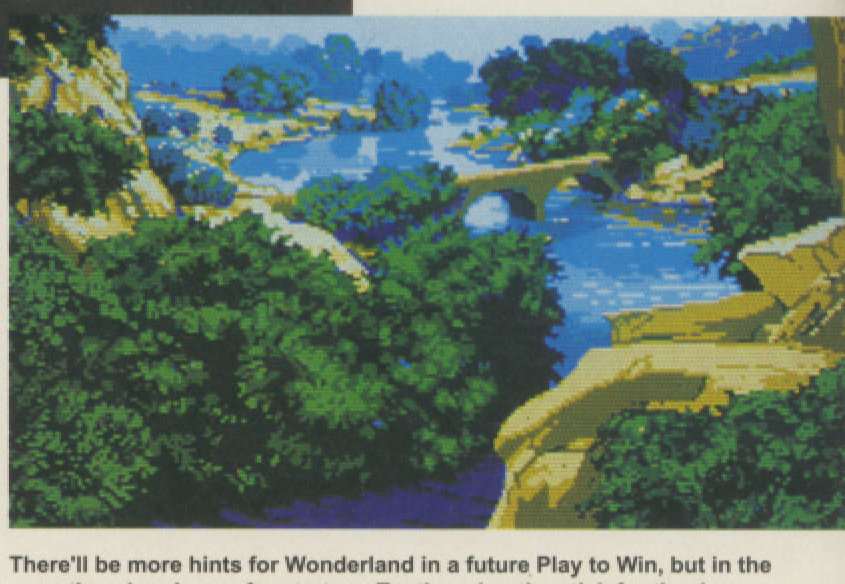


It is one thing previewing a game as I did this one (CU July 1990) and another actually playing it for a review. At a preview it is all too easy to be shown only what the person conducting the demo wants you to see. Also, it is impossible to get the feel of how the game actually plays with your own hands at the controls. With so

WONDE



Surreal graphics. The catipillar takes the hookah from its mouth.



There'll be more hints for Wonderland in a future Play to Win, but in the meantime, here's one for starters. Try throwing the stick for the dog.

many different methods possible to enter commands, and with such a wide choice of available windows, I had reservations as to whether *Wonderland*'s game system might prove so complex and



The White Rabbit's patch is a mess. Why do you think it's gone to seed?

confusing that it detracted from the game itself. After five minutes at the keyboard, all those doubts had been swept away.

Using a large text window, an inventory window, a room object window, a compass window, a map, and the smaller of the two sizes of graphics window, I found myself quite at ease using the mouse and occasionally entering text from the keyboard, sometimes to try more complex commands not available from the menus, and sometimes just for a change to stop myself from sitting in one position!

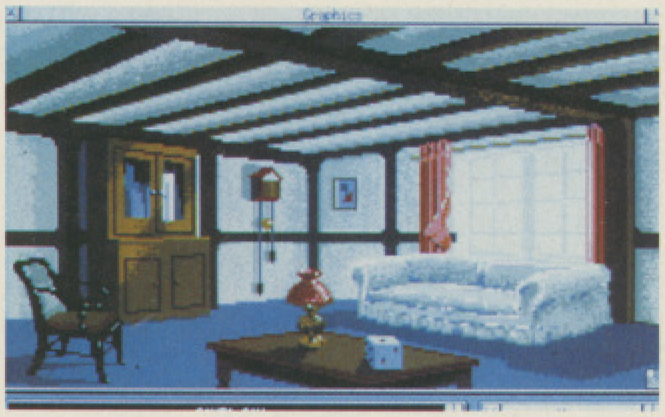
Alice In Wonderland is a story with which pretty nearly everyone is familiar to a greater or lesser extent, and therefore most players will have an inkling for the use of cake, a bottle of potion, and a fan. Game author David Bishop has cleverly retained the ingredients from the original story, but moved them around a bit and mixed them up in such a way that however well you know Alice, you will have to stop and think. And he has added a lot more, which lead to some intriguing puzzles and take you off all over the game board to solve. One minute you could be down by the river stroking a puppy, and the next frantically ransacking the White Rabbit's house to complete what you set out to do in the first place.



Moving long distances is no longer a tiring business of typing in a series of commands (like E, E, SE, NE,S,S,SW ... for example) although you can do this if you wish. All you have to do now is place the cursor on the map at the location to which you wish to travel, hold the right mouse button down, and release it on GOTO on a pop-up menu. The game will then take you there automatically.

All the fine text detail that has become the hallmark of Magnetic Scrolls games is there, too, despite so much else being packed onto the disks and crammed into the ➢

To the March Hare's house. . . .



ERLAND



Wonderland's bedroom scene. Did the White Rabbit sleep here?

FACTS BOX *Author*: David Bishop *Music*: Mike Powell *Artists*: Geoff Quilley, Alan Hunniset, Chris Kent.
Magnetic Windows (developed by Magnetic Scrolls):

Text window - scrollable, moveable, fullable, and resizeable. Inventory window - As Text window, showing all objects carried. Icons can be dragged to *Room window* to drop, clicked on to use in conjunction with verbs. *Room window* - As Inventory window. Icons can be dragged to *Inventory window* to pick up. *Compass window* - Direction icons for eight compass points plus up and down. *Map window* - Self building map arranged in levels. Scrollable, moveable, fullable, and resizable. Adjacent locations can be clicked on to move into, remote locations can be clicked on to go to. *Graphics window* Scrollable, moveable, fullable, and resizeable to one of two standard sizes. Many pictures are animated. Objects shown in picture can be clicked on to display name, and then further acted upon by a verb. Multi-directional picture scrolling possible within a window that is less than full size. Screen layout can be saved as well as game position.
Printer facility provided. Font selectable.


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VISA
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WONDERLAND

➤ machine. Take the White Rabbit. His garden indicates that '...carrots play a very important part in the White Rabbit's everyday life...' Go into his living room, and you'll see a fairly insignificant picture hanging on his wall. Click on it to EXAMINE it, and you'll discover ' ...a framed masterpiece entitled Crudites is yet further evidence of the Rabbit's fixation with vegetables.'

Every location, some 105 in all, has a graphic. These vary in shape and size, many are animated including even some of the pictures which are only cameos, and all are sensitive to objects within them being clicked on. Doing this displays the object's name and offers a pop-up menu of verbs valid in relation to it. The graphics windows can be re-sized, and



the picture within the frame can be scrolled in any direction using the mouse - and it still retains its sensitivity to clicking.

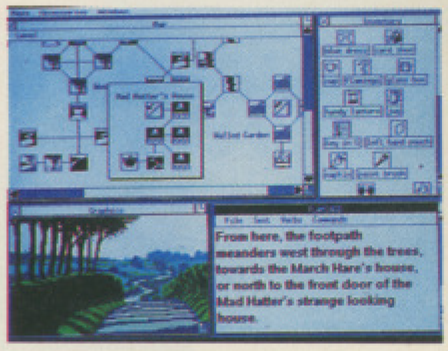
The verb lists offered both via graphics, room, or inventory windows, and from a top level drop-down menu, are not exhaustive. They contain a standard list of the more common verbs, with valid ones highlighted. The game cannot be completed without a certain amount of keyboard work, which leaves plenty of scope for imaginative thinking to solve a problem. There are certain things you can do to a coat hanger, for example, that can't be done solely with a mouse!

Wonderland will delight and enthrall, as you meet up with all the legendary characters from Alice. With facilities from changing fonts to improve legibility if you are using a TV set, to a tree-structured progressive HELP option to prevent you getting absolutely stuck in any problem, the Amiga version comes on four disks, and can be installed on hard drive. You'll need 1MB of memory, but don't bank on seeing a 500k version, because the chances of one being produced are looking slim.

Over the years I have come to the conclusion that a rating should reflect a game's qualities at the time it is reviewed, rather than to try to tie it to a point on an absolute reference scale. A game rated this highly is nigh on unbeatable at the moment and to be honest, I cannot see it being bettered for at least a couple of years. The only reason it loses points for sound is not the quality, but the fact that there are only five or six music tracks, and I wanted more!

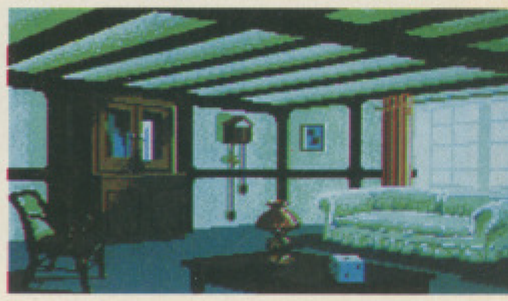
Here is an outstanding game that is a pleasure to play, extremely entertaining, and with widespread appeal to gamesters from nine years of age to ninety.

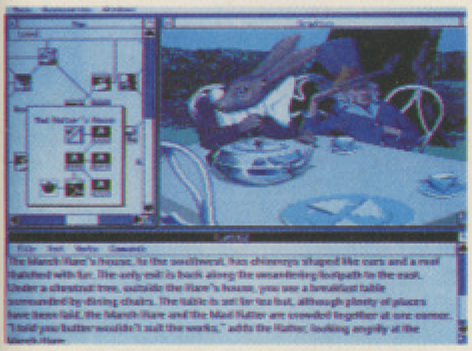
Keith Campbell



The map enables you to move directly to the destination of your choice.

Check the pictures on the wall.





The March Hare meets the Mad Hatter.







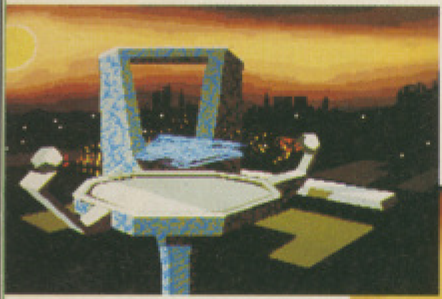
The Duchess misses her infant (above left) and (above) graphics windows can be re-sized.



VIRGIN £29.99

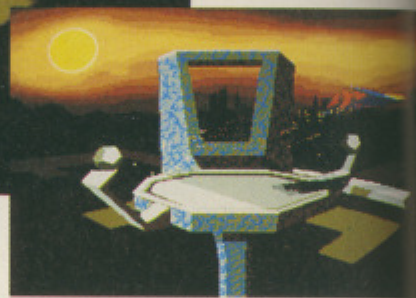
"Brilliant new concept, brilliant new adventure"

GRAPHICS	96%
SOUND	80%
LASTABILITY	95%
PLAYABILITY	95%
OVERALL	**96%**





œLeaving dry dock. Pull back on the joystick and your ship zooms into the air.



SIMU

Cyberspace rears its electronic head again in the latest game from Graftgold. Set in the far future the game envisages a time when wars will be fought inside computer simulations, digitally generated battle matrices where doom and destruction are just tricks of the light.

Rather than utilising present day warfare involving tens of thousands of soldiers and many thousands of casualties, battles are settled within the computer by using one or two skilled pilots, each trained and psyched to the peak of their ability. You are one such pilot. Can you save your nation and win the war?

There are thirty combat zones to blast through the objective being to destroy power generators dotted around the playing area on each level. Each zone is made up of a maze of tiles, forming platforms and walkways, complete with a smattering of enemy forces, ranging from bog standard mouse-like craft that fire randomly to huge tanks fully armed with homing missiles. Stationary enemies such as gun turrets harass you constantly, and the aggro is only heightened by the airborne attacks from planes and helicopters.

Luckily, you control the latest in fighting machines. The Surface Reconaissance Vehicle (SRV) — the ultimate expandable metamorphic attack craft. Swing wings allow you to change between a tank and an aircraft, and easily fitted modules add extra features such as Fire and Forget missiles, a Target And Display system, a series of speed ups increase your engine power and an ECM device lets you jam enemy homing missiles.

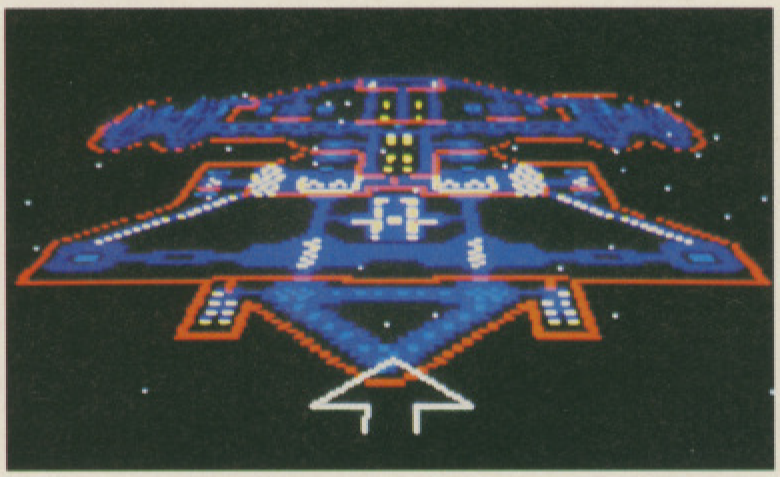
The game is viewed from behind and slightly above your craft, with the bottom third of the screen taken up with a status panel, showing which weapons and defence systems you currently have, how many generators remain, a radar and a four way shield display.

The playing area is made up of some of the fastest and smoothest filled polygon graphics yet seen in a game. Thanks to clever programming techniques, the graphic generator can run up to 252 objects at once, with impressive effects such as fast, solid filled objects with shadows and light intensity shaded surfaces. Explosion effects are created by a partical controller that can generate and move 100 individual particles. What you end up with is a stunningly realistic game with a greater sensation of movement than most flight simulators. The sound is a little weak in places. But there's always a fair bit going on, so things get very noisy at times. A lot of the explosion effects are tinny, which takes some of the satisfaction out of killing things, but that's well compensated by the amazing graphics.

Simulcra is a simple game to understand, but bloody hard to play. In a simulated universe where everything is against you, you have to keep your guard up at all times, and it tends to make you a little jumpy when you travel along a long empty walkway and you haven't been attacked for a few seconds.

Simulcra is one of those many games that aims to

CU SCREEN STAR



Use this map to steer you through the treacherous later levels. . . .



All-out attack! An aerial Skirmage against an enemy gun emplacement.

Shooting the generator takes out some of the later levels.



LCRA

become a classic — and it looks like it just might manage that status. The sheer size of the game means you'll be at it for quite a while. An impressive product, and one that I can heartily recommend. Good, clean violent fun.

Tony Dillon



Some of the pods left behind contain weapons, such as Fire and Forget missiles.

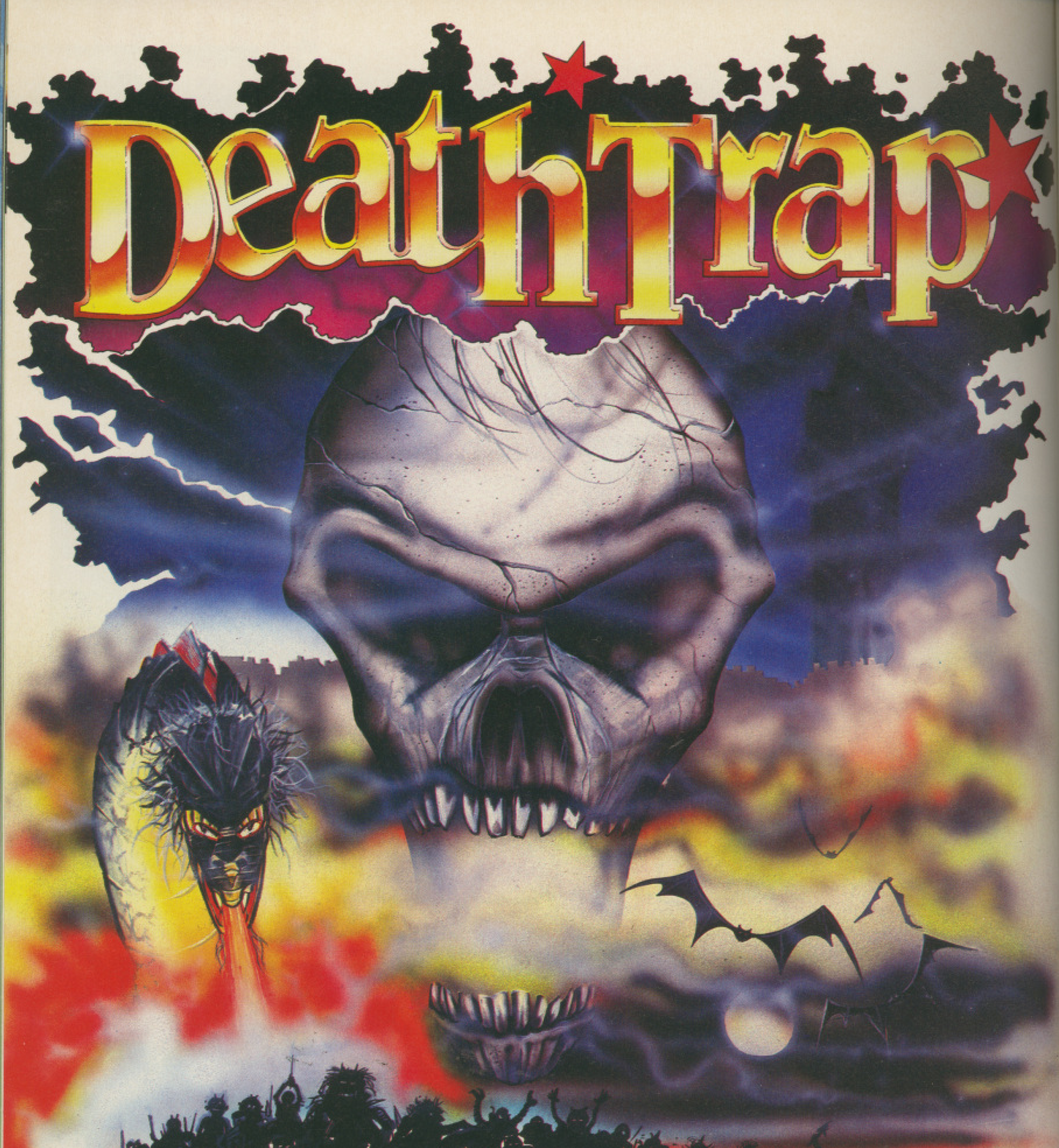
MICRO STYLE	£24.95
"Brilliant but complex sci-fi flight simulator"	
GRAPHICS	92%
SOUND	76%
LASTABILITY	90%
PLAYABILITY	89%
OVERALL	90%

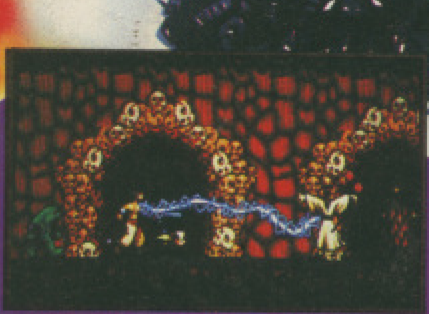
AMIGA SPEC

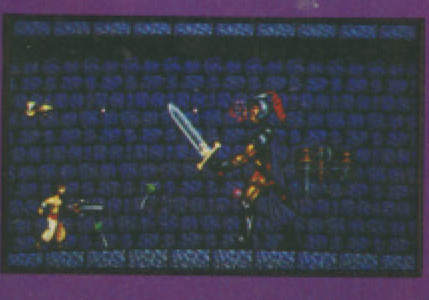
MEMORY REQUIRED	440K
SCROLL SPEED	8
COLLISION DETECTION	N/A
COLOURS ON SCREEN	16
LEVELS	30
DIFFICULTY LEVEL	8
HOURS TO COMPLETE	24
NUMBER OF PLAYERS	1
GRAPHICS STYLE	POLYGONS
SOUND	SAMPLES



Supertanks stand between you and the generator.







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ANCO





CU SCREEN STAR

TORVAK THE WARRIOR

Following on the heels of Conan and Rastan comes another barbarian with huge muscles and a two-syllable name: Torvak. Before you turn the page, however, this isn't just another hack-and-slash affair. Coming from Core Design (authors of *Corporation*) you'd expect something a little special and they don't disappoint. *Torvak* plays better than any other game of its type.

Torvak has a quest. The gods have told him to travel through a dangerous land with the aim of reaching the other side. Along the way, wrongs need to be writ and Torvak, being one of the strongest, bravest and thickest barbarians ever to walk the face of the earth, is just the guy for the job.

The game area is made up of 600 screens split into five separate levels, each made up of a number of sections. Each of them sees you running through a huge four-way scrolling backdrop, battling the enemy creatures and collecting articles hidden inside gravestones.

The enemy characters are standard fare competently animated. Small creatures, such as flies and oversized maggots, require only one hit to kill them. Slightly bigger ones, such as mutated footsoldiers and hideous, crawling zombies, take two or three hits before they keel over and die. And predictably, at the end of the level, you get a mother alien like a gryphon or a huge crab that requires a dozen or so slashes before exploding in a splatter of gore.

There are stacks of objects to collect. Treasures are dotted about the place for bonus points, but the real items to look out for are the extra weapons and power pods. You begin the game with a bog-standard axe, but as you progress you can collect a sword, a hammer or, my favourite, a ball and chain. The power pods can do anything from increasing your swing rate and improving the power of your hits to using magic which allows you to throw fireballs or activate smart bombs.

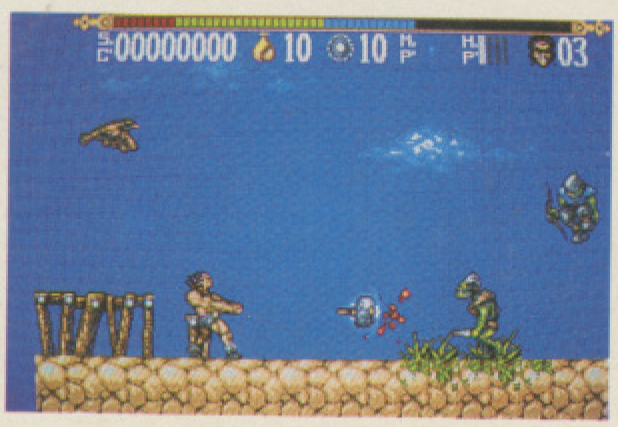
The game's been put together by an experienced team of computer technos. Terry Lloyd, of *Rick Dangerous* and *Impossamole* fame, handled the overall design with graphics by Lee Pullen — *Skidz*— and coding by Andrew Green (*Impossamole, Dynamite Dux*). *Torvak* is their first outing together as part of Core Design's in-house programming team and things look promising for the future.

In terms of game design *Torvak* doesn't offer any revolutionary new ideas. It merely builds upon the strengths of previous games from the genre. *Torvak* offers instant playability and just the right level of difficulty and addictiveness to keep you playing well into the early hours. Initial impressions such as 'seen it before' soon change to '... but I don't remember it being this good'. I couldn't put it down. Will you?

Tony Dillon



Halfway through level 2, Axe a-swinging.

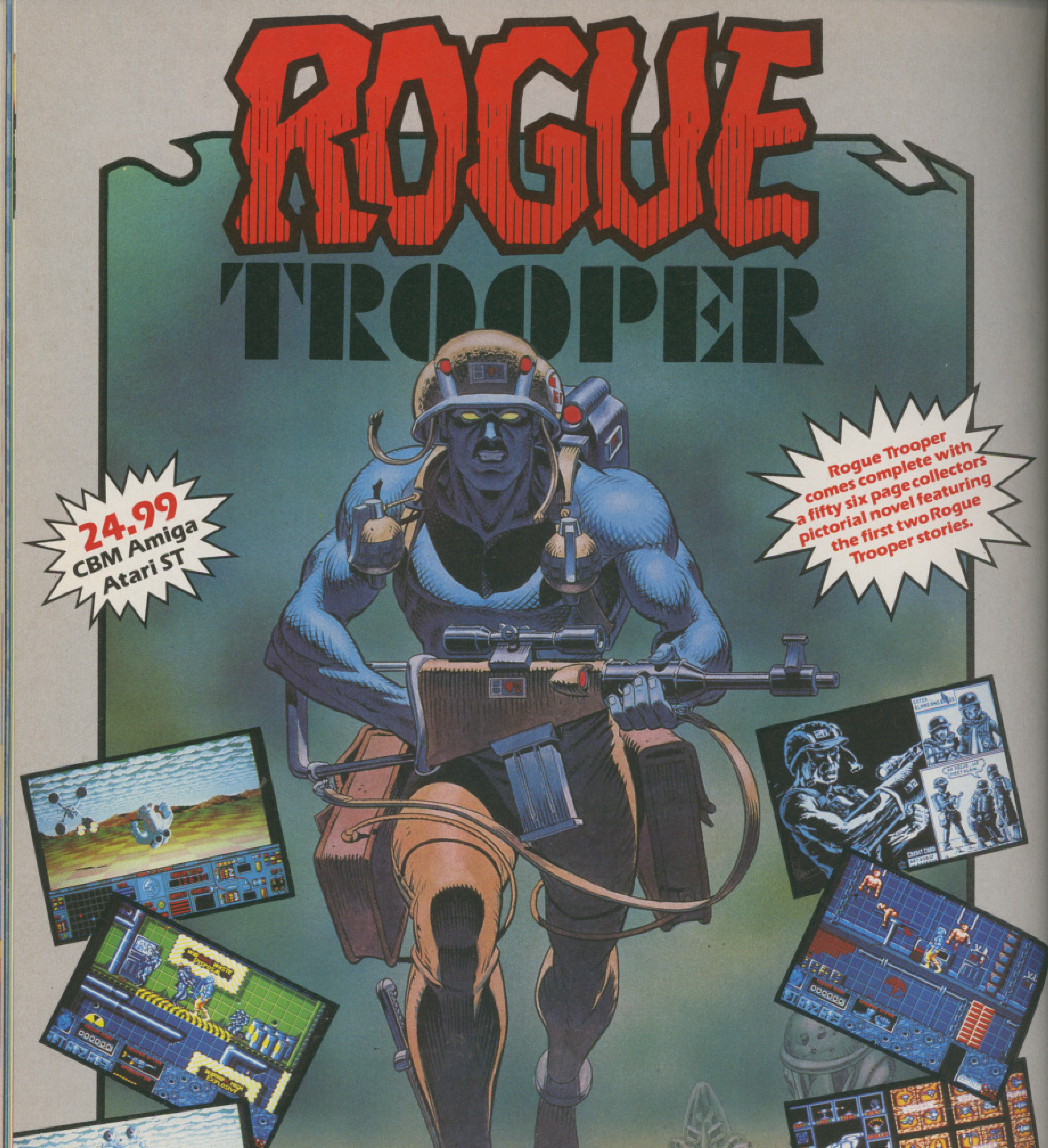


You're not just a musclebound hunk with nowt 'tween ears — using magic lets you kill at long distance.

CORE DESIGN £24.95

'Superior game of the hack 'n' slash genre'

GRAPHICS	84%
SOUND	81%
LASTABILITY	87%
PLAYABILITY	88%
OVERALL	**86%**



Screen shots from the Amiga

FLEETWAY PUBLICATIONS 1990

The war on Nu-Earth continues, The Southers have created a genetically engineered fighting force, The Genetic Infantry. On their first mission, all but one of the G.I's are wiped out. The location of the drop zone was given to the Norts, they were betrayed by one of their own Souther Generals. The surviving G.I. rescues three of his buddies bio chips which are attached to and become part of his weaponry. Our G.I. turns ROGUE and has to fight both Southers and Norts in his quest to find and kill the traitor general.

Krisalis Software, Teque House, Masons Yard, Downs Row, Moorgate, Rotherham S60 2HD.



CAPTIVE

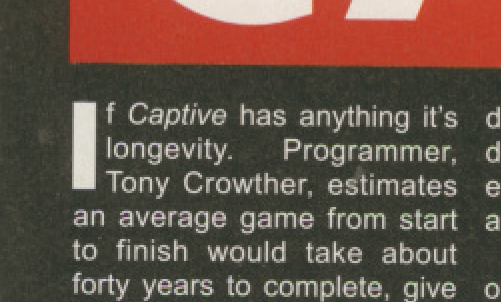
If *Captive* has anything it's longevity. Programmer, Tony Crowther, estimates an average game from start to finish would take about forty years to complete, give or take a month, despite the fact that playing through to the end would involve finishing the game several times. It sounds a bit unusual, but don't be put off – it doesn't affect the gameplay.

A prisoner in some future gaol, you use your lap-top computer and four remote controlled droids to break out to freedom. The federation prison is like Alcatraz but worse. The only way your droids can reach you is by destroying the power generators which are secreted around the galaxy.

Once inside base one, the object is to find some explosives to destroy the generator then kill the scientist who runs the base. Once he's offed, you pick up a little device which guides you to the next base. Then all you need to do is to plant the explosives in the generator and get out the explosion. It sounds easy enough, but there's loads of pit falls, trick doors and other hazards to negotiate, not to mention some rather large multi-level maps. Help is at hand though, first there's Zlot weapons, which can be found in cupboards around the base. They're slightly damaged weapons that can be used by anybody, but only in that base. You can also pop into the weapons shops. Shoot an alien and it leaves behind a bag of money; you'll need plenty – it costs a truckload of cash to buy any major artillery.

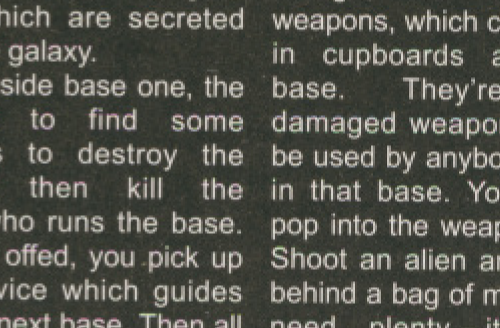
The majority of the graphics are in the style of *Dungeon Master* and the Interplay RPGs, with 3D scrolling walls disappearing into the distance. The main difference here is that the computer designs the maps as you reach them, this eliminates the problem of the computer having to store enough maps to fill all 64,000 levels.

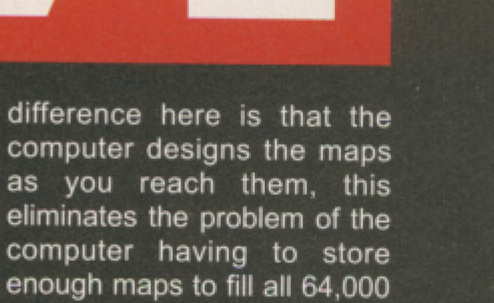
Naturally enough, the mazes containing the generators contain a huge array of aliens, ranging from little pixies to a rather violent ED-209 rip off, who should be handled with care. Early on in the game you have to rely on droids, bare hands and brawling skills to tide you through, though later on some devastating weapons can be pitted against your ➤



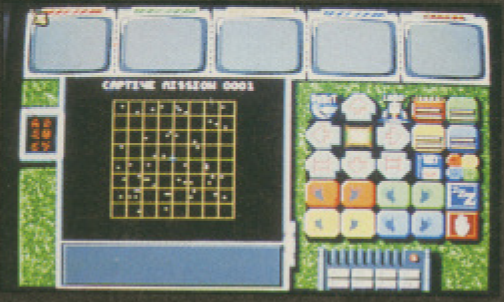
The bomb has been planted, the timer has been set, your team has escaped in one piece; all that remains is for the base to go boom.

Not so lucky this time, your droids have taken a right old battering. . .

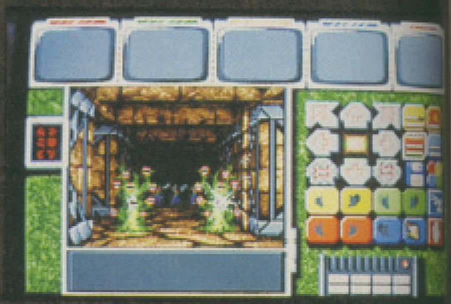




and it's time to consign one droid squad to the scrapyard in space.



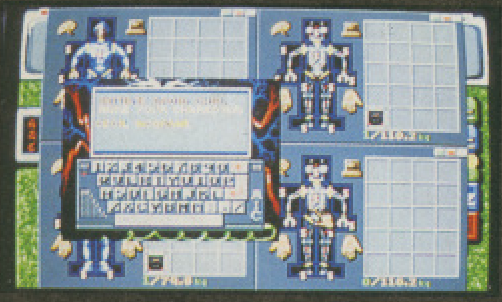
Map reading skills pay off. Use the holo map wisely — pin point the location of the next base



You'll face literally hordes of nasties, but only two waves and you'll be unarmed and defenceless.



Here's your rocket — it's handy even though it looks like it's straight off the set of Button Moon.





You can open doors like these — or use them to crush aliens to death.

CAPTIVE

adversaries.

As the opposition gets tougher so do your robots. Every time they win a battle they gain experience points which can be used to further their skills and permit the use of more advanced weapons. Their limbs can be exchanged for tougher, better shielded ones; but these put a drain on the robot's internal power source which is contained in its torso, so upgraded chests need to be bought as well.

The game only really contains one screen. All commands are issued through a fairly straightforward system of icons. Clicking on one of the four robot pictures gives a status report and inventory as well as letting you exchange experience points for skills. There's a window showing the view from the lead robot, movement icons and status icons. At the top of the screen are a bank of monitors, these come on when you buy hardware for the droids, such as shields, mappers or radars. The hand icons show what a robot is holding. Click on them with the right button and the droid will throw what he's holding or shoot a weapon or punch.

Although sparse, the sound is also worth a mention as it features a "surround sound" style system. If you run it through a pair of head phones you really do get the impression of objects coming up from behind you and passing in front of you.

Captive is extremely big and initially complicated. Although it's fun to play , the lack of an achievable objective makes it feel slightly pointless after a while. That said it's still a very good which will appeal to all *Dungeon Master* veterans and RPG fans alike.

Mark Patterson

MINDSCAPE £24.95

"An RPG with a great deal of lasting appeal"

GRAPHICS	74%
SOUND	78%
LASTABILITY	86%
PLAYABILITY	87%
OVERALL	**86%**

AMIGA SPEC

MEMORY USED	1.6MB COMP.
LEVELS	65,000
SOFTWARE	1 DISK
COLOURS ON SCREEN	32

THE ARCHITECT SYSTEM CREATES THE LEVELS AS YOU PLAY.
IN ADDITION TO THE FLOPPY DISK CAPTIVE ALSO UTILISES THE AMIGA'S INTERNAL RAM DISK.



Your goal, the generators. It's here you have to plant the explosive.

Cecil Mcgrane, is currently equipped with a human body and a set of knuckle dusters.



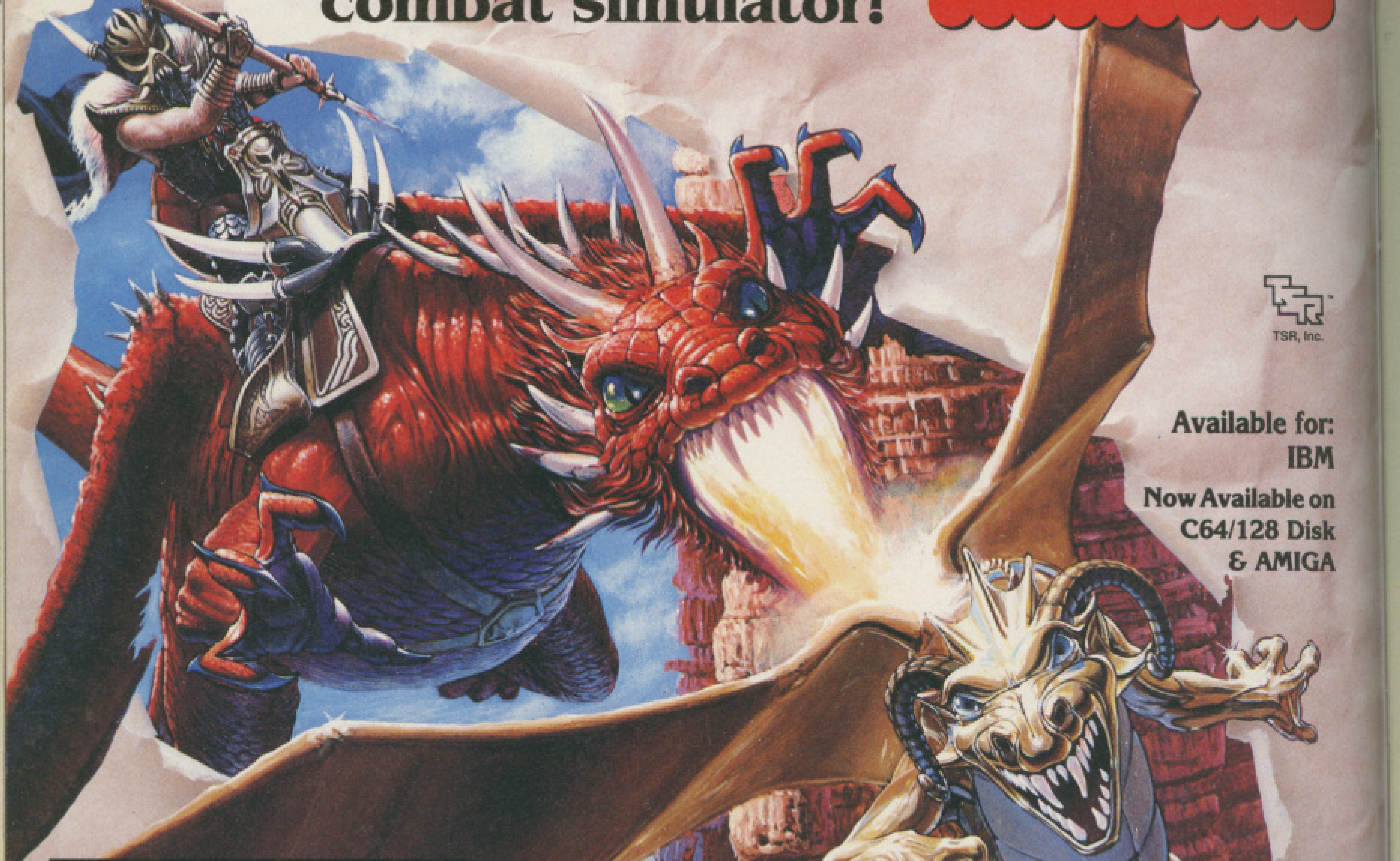


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EVIL LINGERS ALL AROUND...
For five years the Necromancer has reigned terror over the land. Defy his hoards of evil minions to avenge the massacre of your people.
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SCREEN SHOTS TAKEN FROM ATARI ST VERSION
CORE
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DRAGONSTRIKE

The *FIRST-EVER* dragon combat simulator!

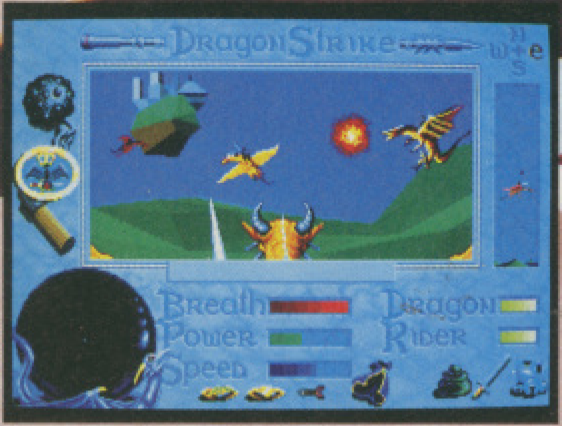
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IBM DISPLAY

Feel the raw power of the mighty dragon surging beneath you as the wind beats against your face. Your hand trembles, not from the heft of your dragonlance, but from anticipation of the battle that is to come. The air screams with the fury of enemy dragons and creatures — even flying citadels!

This is DRAGONSTRIKE, where the deadly skies above the AD&D® DRAGONLANCE® game world of Krynn explode before your very eyes. The realistic first-person viewpoint propels you into a detailed, fully animated, 3-dimensional world of incredible action and excitement!

Learn to fly dragons and master over 20 different missions. Receive magic items along the way — you're going to need them! Dragon fangs, talons and deadly breath weapons are just a few of the dangers you'll face in the fierce heat of dragon combat!

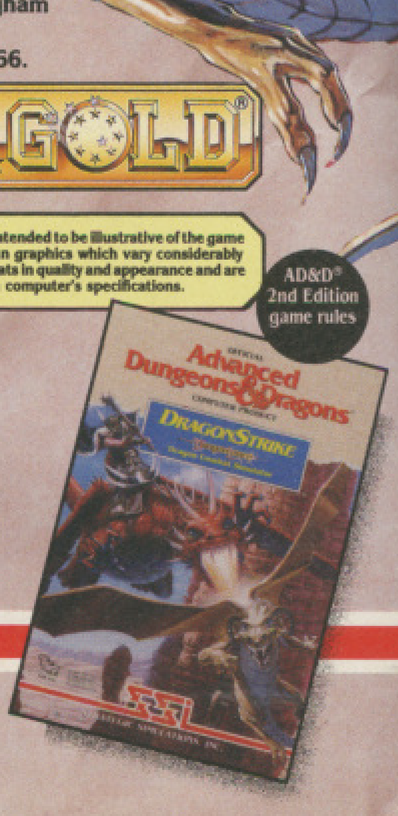
To the skies brave knight — and victory!

U.S. Gold Ltd.,
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B6 7AX.
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U.S. GOLD®

Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computer's specifications.

AD&D® 2nd Edition game rules



SSI™

STRATEGIC SIMULATIONS, INC.®





The dragon in action. Like an armadillo, you can curl up into a protective ball. Note the sumptious graphics.

SAINT DRAGON

Stand-by for a dragon attack. Jaleco's coin-op, which delivered fire-breathing, skill-scorching, lip-blistering, tongue-torturing, breath-blasting action, is now erupting on an Amiga near you.

Safely inside your armoured dragonship, you embark on a deadly knight of the long-knives, lethal lasers, cyborg killers and mutant machines. The galaxy has been attacked and enslaved by cyborg monsters. Hope lies with a lone rebel among the ranks of mechanised monsters. Part dragon, part cyborg, it fights its tyrant masters. This armoured champion is known as Saint Dragon.

There are five levels, each with a real tough baddie at the end. Level one has a bull. Even taking off its head doesn't send it into oblivion. That's what I call tough.

Saint Dragon is equipped with a standard plasma bolt launcher and small fireball. Pretty lethal in themselves but, as with most games of this type, you can pick up the letter tokens to add to your destructive power.

Here's a run down of what to expect. N: adds one more row of plasma bolts to a maximum of five. L: Change to laser. F: Change to fireball. B: Change to bouncing ball. T: Change to turret. S: Speed up. P: Power up your extra weapon. H: Hyper-invulnerability plus maximum firepower for a limited time.

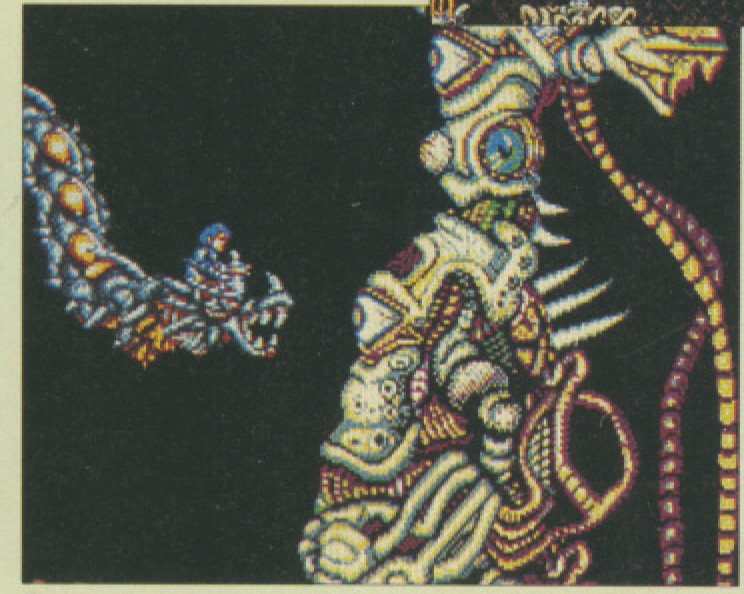
One thing I really hate is losing all lives and having to go back to the beginning. It's frustrating and, to my mind, boring. But with *Saint Dragon* there are a number of re-start points in each level. Perish before reaching one and you continue with all extra weapons. Expire after one and you retain weapons but with a reduced power. Fine, but I'd rather trade weapons to start again from where I finshed.

The Sales Curve had a tough act to follow with the Amiga conversion to scale the heights with this twist on the old George and the Dragon legend.

The result is pretty as the night sky on November the 5th. And just as exciting. At least in the first two levels. The version I played was equipped with a cheat, allowing me to play all levels. To my mind, the quality of the graphics is markedly inferior on the last level. And the alien holocaust going on there is too hot to handle, Could anybody survive this? I doubt it. It's just too hard even with massive firepower.

Paul Boughton





One of the most intricate end-of-level baddies Cu Amiga has seen in a long, long while. The background screens are pure Japanese fantasy.

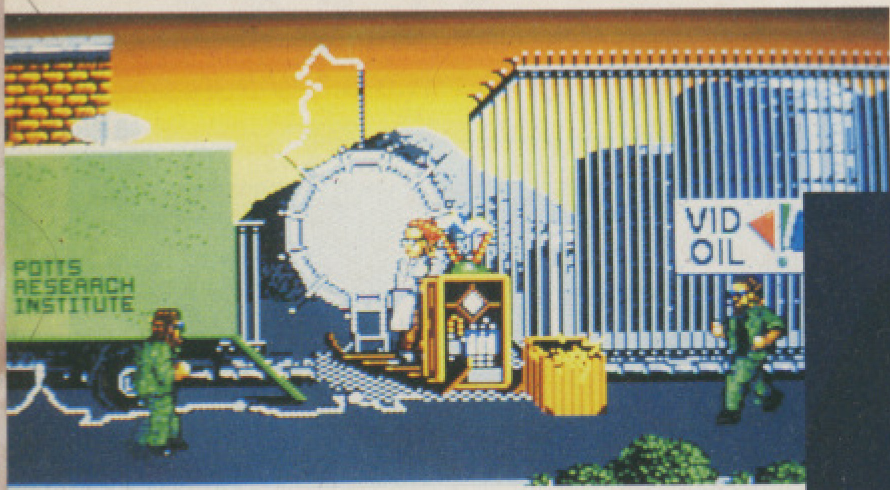
GENERAL HINT: Start-off by staying to the extreme left in this side-ways scrolling game. The main attacks come from the right. It gives you plenty of time to react. In the first level, after collecting extra firepower, you will be nearly invincible. Keep the firebutton down and a you unleash a blitzkrieg on the cyborgs. Nearly everything will be destroyed. But watch out for missiles which sneak through.

SALES CURVE £ TBA

"Superior shoot 'em up but very tough to play"

GRAPHICS	80%
SOUND	84%
LASTABILITY	75%
PLAYABILITY	80%
OVERALL	**77%**

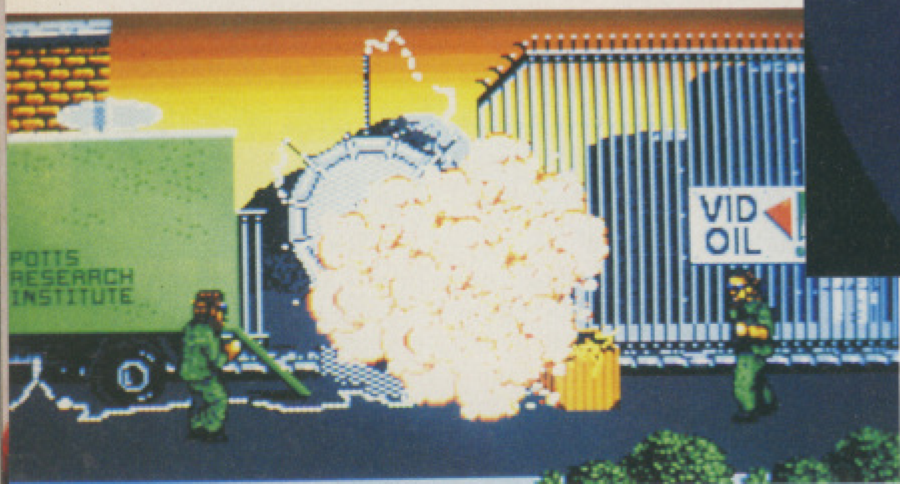




Outside the Potts Institute and it's time for the good prof to give research a back seat and put his theories to the test.

In an incredible explosion of flame, smoke and noise, the time travel machine whirrs, bangs and comes to life. . .





Clutching hankie in hand, our donnish hero is catapulted through the fourth dimension, through time and space to end up who knows where and when. . . .

TIME M

They don't make 'em like this any more, well most software houses don't, they're too busy designing cyberspacial realities created from filled polygons rotated in realtime. Vivid Image, who appeared on the scene with the eclectic *Hammerfist* early this year, create the kind of software that eight bit gamers used to kill for: pretty, polished, arcade adventures.

In fact *Time Machine* does make one grandiose claim — that it's a 4D fantasy role playing game. The fourth dimension as every hot young physicist will tell you is time, and in a sense it does fulfil its boast.

Time Machine concerns a dotty scientist in the Emmett Brown mould who is knocked back into prehistory when a bomb explodes near his time machine. You have to manipulate history and time to return to the present without disturbing the natural progression of things. To do that you have aid the planet to heat up or cool so the animals you find can evolve.

You start off in the year 10 000,000 BC and as the game commences you find yourself on a plain surrounded by flaming eruptions. The game is based around a five by five matrix of screens and time zones, that's five different screens set over five different time zones, through the ice age and stone age, to mediaeval times and the present. The solution to each period doesn't necessarily exist in the same time zone, so you have to manipulate the prof backwards and forwards.

You're helped by teleporters, which you can drop around the screen, and which enable you to transport between screens with ease, which helps you no end when you're faced with swamps and rivers. Potty can also jump, pick up objects and stun things with a beam he carries about. He can also suffer a grisly fate so you have to be careful with him. He can drown if you're not careful and his energy is depleted when he's hit by objects — like hot lava which the volcano on the first level spews into the atmosphere at regular intervals.



Back to prehistory — and the bespectacled egghead encounters a life form of the neolithic variety.



The number 29 Pterodactyl — what better transport for dodgy terrain?



Zapping cavemen with lightning bolts can be very effective.



Take a brief leap forward of some many thousand years to the height of the gunpowder era.







AMIGA SPEC

COLOURS ON SCREEN	16
LEVELS	25
HOURS TO COMPLETE	12
NUMBER OF PLAYERS	1
GRAPHICS STYLE	DPAINT SPRITES AND BACKDROPS

USING A HOME MADE SOFTWARE PACKAGE CALLED THE INTEGRATOR, VIVID IMAGES WERE ABLE TO JOIN THE BACKDROPS AND THE SPRITES

MACHINE



The prof lets off a speech bubble. To his right, on the ground, you'll find a primitive communicator.

Time Machine is a neat little game. Its graphics are pretty without ever looking stunning, and its sound effects (we'll forget the awful tune) add to the atmosphere of the game. Most importantly it's fun to play — the challenge it sets is uncomplicated without ever being easy, something several games released over the last few months would do well to remember. That's old-fashioned values for you, though.

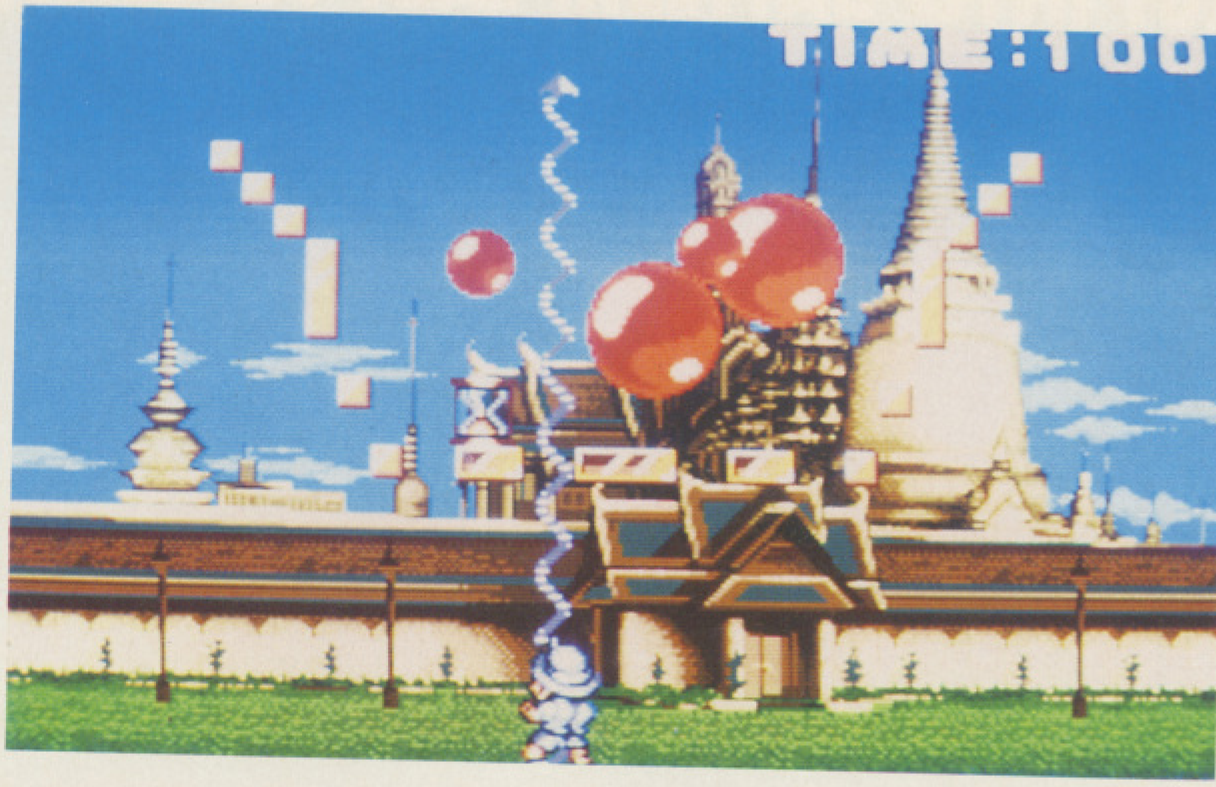
Mike Pattenden

VIVID IMAGE £24.99

" Well designed — for arcade adventure fans "

GRAPHICS	80%
SOUND	77%
LASTABILITY	82%
PLAYABILITY	85%
OVERALL	**80%**

CU SCREEN STAR



PANG



Pang is the name of a little-known Milliard Coin-op originating from, as you might guess, Japan. The game involves travelling around the world, destroying large bouncing balls by repeatedly shooting them and splitting them into smaller spheres. Sounds rather like a certain product reviewed last issue by the name of Oops Up, doesn't it?

You, and a friend, have to travel through 50 screens, set in front of famous landmarks from 25 major cities, such as the Taj Mahal and Ayres Rock in Australia. Quite what your motivation is, I'm not sure, but for some reason you have to systematically wreck every city you come to by smashing up the aforementioned balls.

As you break up the spheres, weapons fall from the top of the screen, ranging from cannons for fast blasting, a grappling hook that leaves a temporary barrier across the screen, killing anything that collides with it and a dynamite bomb, that instantaneously breaks all balls on screen down to their smallest components.

The coin-op is generally regarded as one of the most playable and addictive games around, and one that ranks with the classics. You'll be happy to know that Ocean's conversion is perfect in every detail, right down to the attract mode.

The graphics are pure Japanese arcade. Very bright, very colourful and very, very cute. The backdrops are well detailed, but as the sprites are generally simple, and because they work from a different palette, there's no visual confusion.

Pang plays brilliantly. The controls are fluid and responsive and the game is set just hard enough not to be easy, without being frustrating. Ocean have managed to capture the feel of the arcade game perfectly, and that's what makes *Pang* a winner. Addictive and entertaining, I can see *Pang* appearing on monitors for some time to come.

Tony Dillon

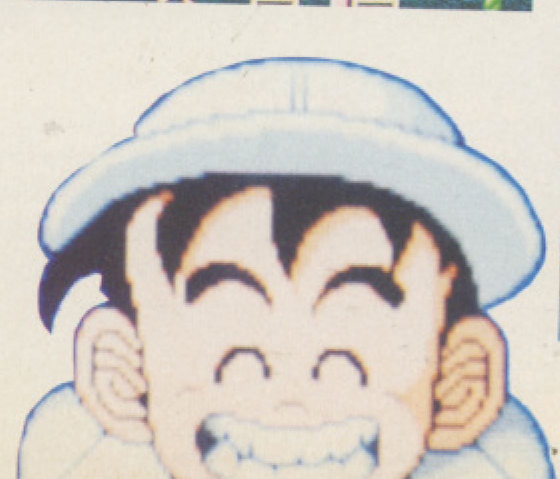




Left: **A gun is released from one of the bubbles.**
Above: **The map shows your route and how far you have to go.**



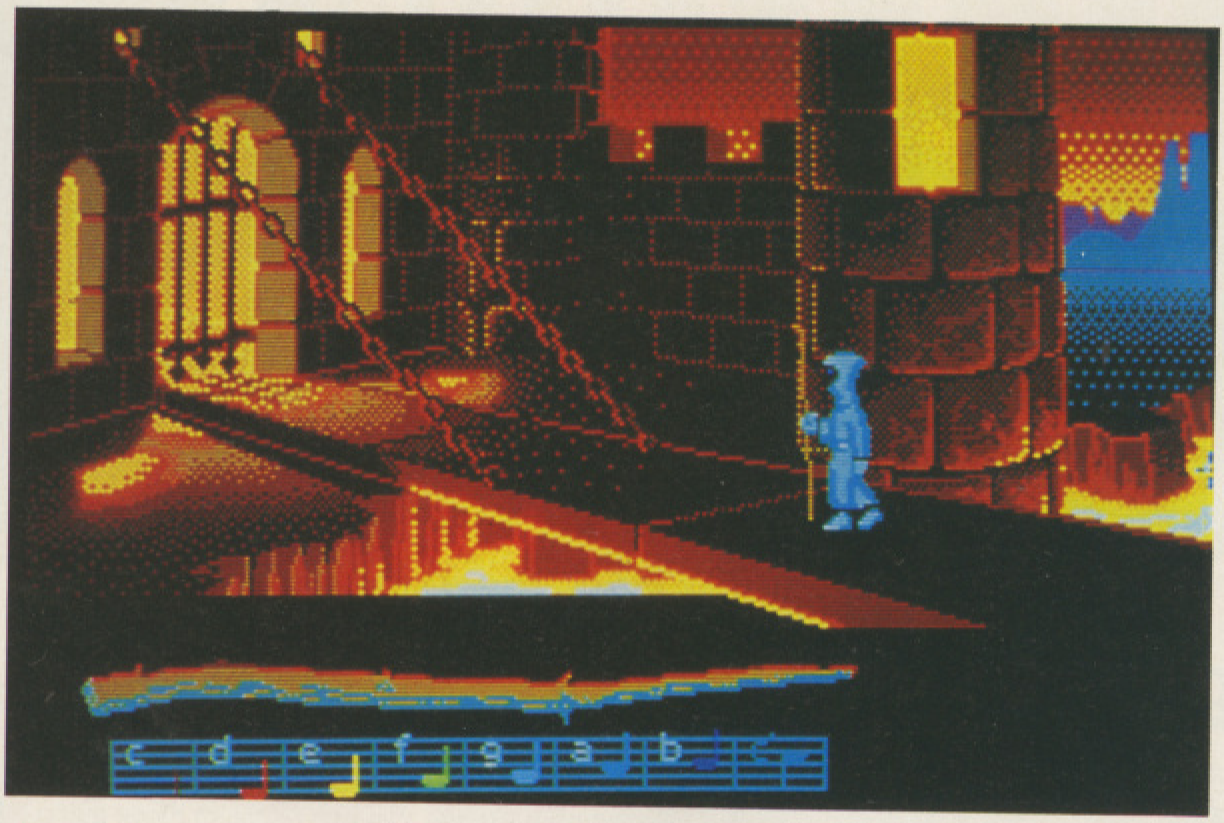
Ball breaking at the Ankor Watt.



OCEAN £24.99

"Superbly converted with plenty of bounce"

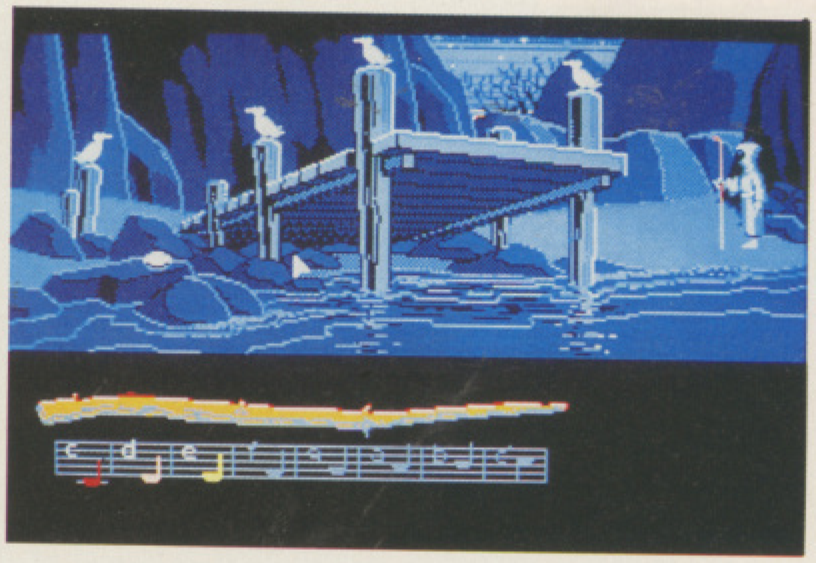
GRAPHICS	87%
SOUND	83%
LASTABILITY	90%
PLAYABILITY	92%
OVERALL	**87%**



LOOM

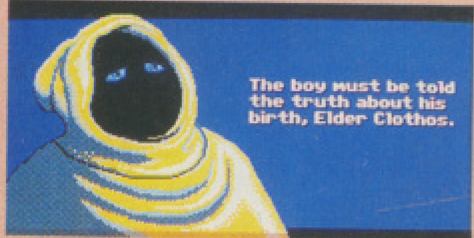
Every dog has its day, as the saying goes, and it looks like Lucasfilm's finest day has dawned. To my mind they have always been second best to Sierra, but *Loom* turns all available tables and puts the George Lucas on a pedestal which Sierra are going to be hard pushed to dislodge him from.

You begin the game in the hall of the great loom armed with the magical staff of the Elders and a duck who just happens to be the magically reformed embodiment of your mother! The key to solving the game revolves around the staff and your own ➢



"... sitting on the dock of the bay...". And it's a totally different way of cracking games. At the bottom of the screen is a picture of your magic staff complete with music stave. The highlighted notes are the ones you currently play, and as you progress, you can learn more....

The enclosed audio cassette lays the scene in true Lucas-style, powerful, swelling music and dramatic dialogue. In days of old, when magic reigned life was peaceful and harmonious. However, a small minority of people decided equality wasn't enough. Competition then ravaged the society and friendships between tradesmen was torn apart as almost everybody fought for supremacy. Huge guilds were created, wars raged and magic was all but abandoned in place of skilled labour.



Only the weavers remained peaceful. They had no interest in bettering anybody and remained faithful to their traditional magical secrets. Initially, the magic was woven into the beautiful fabrics they created, which explains why they could command such a high price for them. In time the weavers learned to control the magic themselves, without the looms and spindles, and became feared and revered. The base of the power came from a massive loom located in the centre of the weavers' secluded village. All was well until chaos entered the loom.
Needless to say, a chaotic loom is something to be avoided, and the inhabitants of the village escaped and relocated. Unfortunately, they did this without telling anybody, and that includes you. As a junior weaver you have a simple choice. Calm the loom or escape.


MONTY PYTHON'S FLYING CIRCUS
THE COMPUTER GAME
IT'S A GOOD GAME
NO IT'S NOT
YES IT IS!
"What we have here is a BRILLIANTLY ORIGINAL and witty interpretation of the Python Theme". Zero 89%
"One of the tastiest slices of alternative arcade action since Venezuelan Beaver Cheese". The One 85%
ATARI ST
AMIGA
SPECTRUM
COMMODORE 64
IBM PC
AMSTRAD
Virgin GAMES
©Python Productions 1990
℗Virgin Mastertronic Limited, 16 Portland Road, London, W11 4LA

LOOM

musical range. Spells are cast by playing small patterns of notes. As you gain experience, your "vocabulary" of tones increases, and so does your magical capability.

Loom has to be one of the most professionally presented games I've seen outside of the Ultima series. Along with the massive box and obligatory dozen story-and spell-books, you get a free hour-long *Loom* album, recorded at Skywalker Ranch, containing an aural dramatisation of the story plus thirty minutes of excellent synth music.

The game has been designed in such a way that you can never get stuck in a situation. Also you can't die. Mistakes can be corrected too. Three plus points for such a large and involvingarcade adventure. The puzzles aren't entirely logical, and a lot of them are far from obvious, but there are no 'stupid' or patronising problems. Bear in mind there are a lot of clues scattered about, and most of them aren't physically connected to the task in hand, so making notes is a necessity, as is map-making.

The only thing wrong with *Loom* is that experienced adventurers may find it too simple. An entertaining and wholly original game, and a real step up for Lucasfilm. Just goes to show what can be done with a little effort.

Tony Dillon

Gamewise, *Loom* is radically different from any of the previous Lucasfilm adventures. The "word-jigsaw" system, where commands were built up by piecing words together has been replaced by a far simpler mouse system. Everything is done by clicking on objects on screen, with the exception of casting spells, which is carried out by pointing at a row of notes at the bottom of the screen, underneath the main display window.

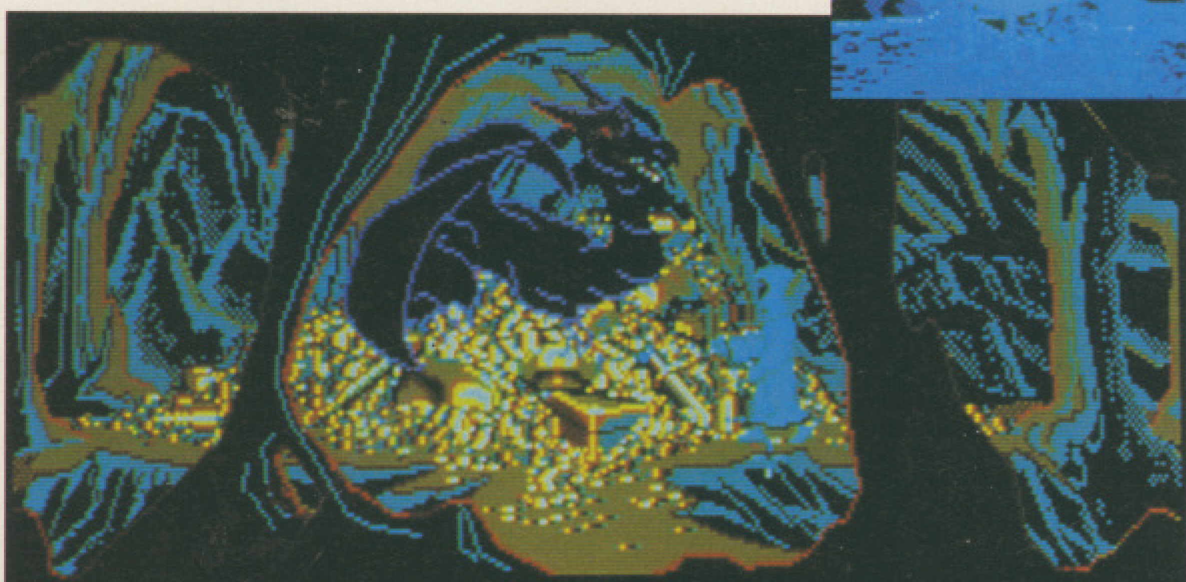
The main window always shows a third person view of your current surroundings. The graphic system has been vastly improved, as has the sound, making it much more of an Amiga product than their earlier efforts, which were little more than PC ports. All objects and locations are instantly recognisable, making the puzzles in the game a lot easier to solve than previous games. No more hunting for a certain object and missing it simply because it doesn't look like what it is. And that's an achievement for which Lucasfilm should feel proud. . .



Wizardry, spells and bobbins. Part of the very long intro sequence. Behind you is the loom, source of all magic. Can you stop the chaos?



A large scale map of your home town. To the north is the graveyard, where your mother is buried, to the west is the clock, and south lies the town itself. This is only a very small part of the game, but there's still a lot to do.



US GOLD/LUCAS	£29.99
"A simple arcade game but satisfying to play"	
GRAPHICS	84%
SOUND	80%
LASTABILITY	85%
PLAYABILITY	88%
OVERALL	**85%**

INDIANAPOLIS 500

CU SCREEN STAR

Second in gruelling intensity only to the 24 hour Le Mans, the Indianapolis annual 500 mile super race is one of the toughest tests of driver/machine harmony there is. Electronic Arts, following the snowballing success of the PC version, have thankfully decided to release their latest racing sim on the Amiga, and aren't we glad they did?

You race in a field of 33 cars, although that number decreases as the race progresses. All other cars are computer controlled and drive much the way: on the right, through the straights and cutting corners as closely as possible. Unfortunately, when it comes to silly little things, like avoiding a five car pile up, they're not so hot.

You have a choice of three basic cars to race with, ranging from slow and easy to drive (March Cosworth) to the very fast but virtually uncontrollable (Penske Chevrolet). During practise mode you can alter certain variables, as with Ferrari Formula One, such as the position of your wings, different tyres and tyre pressures and gear ratios. The key to a successful race is finding the right balance to make the car comfortable for you to drive, while still getting optimum performance.

As a race game, I have to say that *Indy 500* is pretty basic. As it only contains one small looping track, the race soon becomes repetitive, and the difficulty really comes from avoiding the wreckages of other cars that tend to pile up in the middle of the road.

Where this game really shines out is the amazing polygon graphics. Easily the most detailed yet seen in a racing game and, depending on which of the three levels of background detail you choose, the fastest. The impression of movement couldn't be much stronger if you were actually racing around the brickyard at 200 miles an hour.

Possibly the most entertaining thing about the game is the instant replay facility, where you can view that impressive crash over and over again from six different angles, including tracking camera – helicopter – and chase-car-views. This adds to the variety of the game somewhat, as you can organise "best crash" competitions. One we held in Emap towers was won by a certain member of the ACE team who managed to create a 7-car pile up!

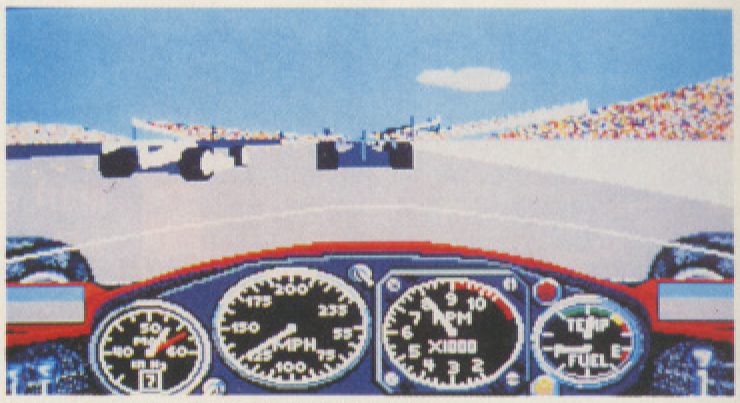
Indy 500 is a lot of fun to play, and definitely has lasting appeal. But even though it's a game I can see myself playing a year from now, I can't imagine playing it for long stretches. A great product though, and one which truly pushes forward the standard of racing games.

Tony Dillon

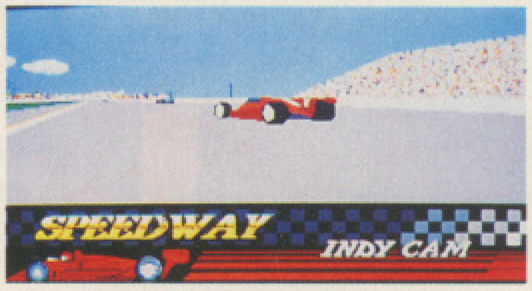
E/A £24.95

"Standard race game with stunning graphics"

GRAPHICS	93%
SOUND	82%
LASTABILITY	86%
PLAYABILITY	88%
OVERALL	**85%**

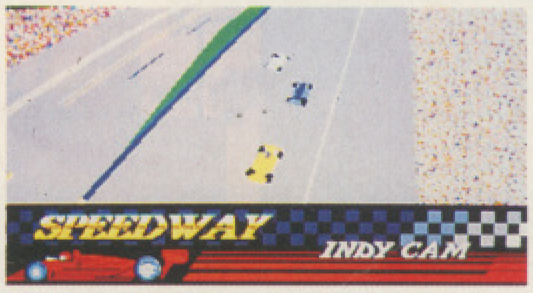


Hustling for postion on the starting grid.



Your superb driving on the instant replay.

As the track loops, by taking the straights on the right hand side, you can "slice" the left hand turn, so saving valuable time.



I wonder if I can get through there. . . .

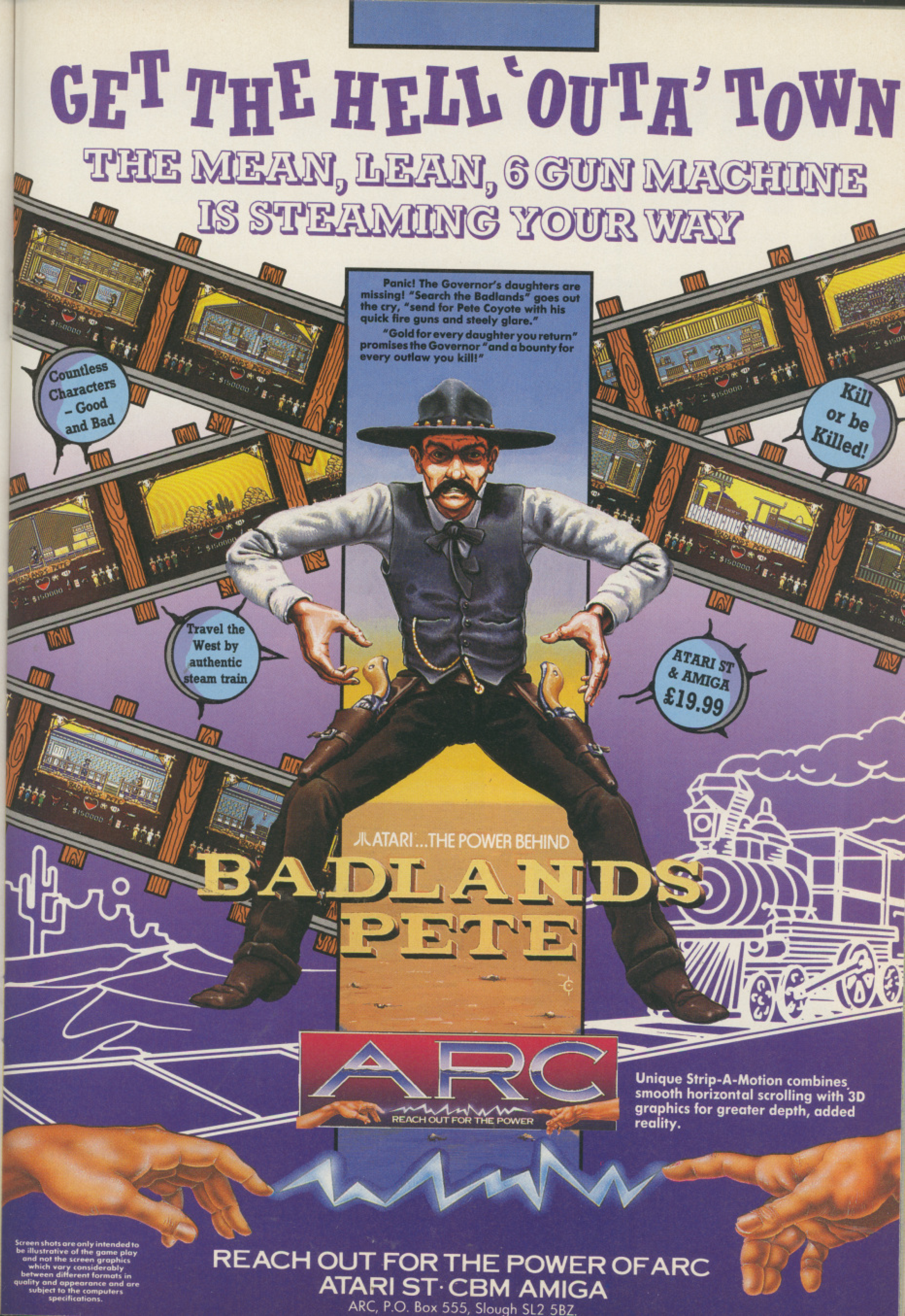
Racing at high speed through computer cars isn't recommended. Slow down until the cars align on the right hand side.



. . .whoops! Obviously not!

Be sure to check your rear view mirrors before altering your position across the road, especially at low speeds.

GENERAL HINT: Race preparation is the key to success. Fine tune your car engine and make sure that your machine feels both comfortable and yet still oozes power and winning potential.



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M1 TANK P

M *1 Battle Tank* is the latest in the line of 'formula' products to come over from MicroProse USA. Its instantly recognisable style has all the hallmarks of MicroProse's earlier sims but doesn't mean that it looks dated.

MicroProse games use sophisticated techniques, but the majority of their products are forged from good planning, excellent design and an amazing depth of research. This makes for some of the best simulations ever to grace the home computer market, better even than many professional military sims.

M1 is no exception. Granted it has rudimentary graphics and fairly basic sound, but a wealth of realistic detail helps create an outstanding sim. This time you don't play an individual character. Instead, you control a platoon of four M1 Abrams Battle tanks, the US army's top fighting machines.

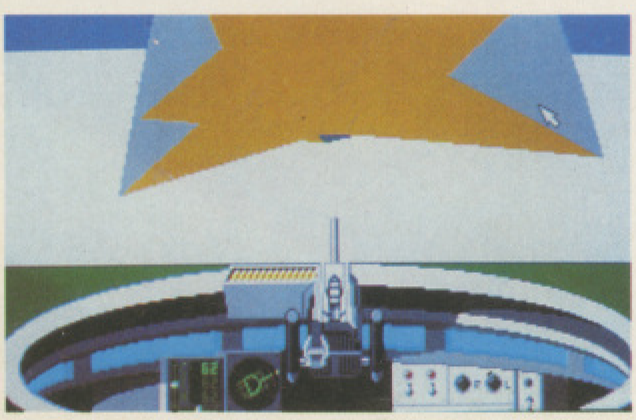
Each tank is assigned a crew of four: a captain, gunner, driver and loader. Effectively you control sixteen men. Each person has their own rank and ability which affect their overall skill. The highest ranking character is the captain, the lowest the loader. Promotions decorations and combat experience improve the skills of individual platoon members hence the squad's fighting ability. For the most part these people will obey your orders acting on their own judgment and skill.

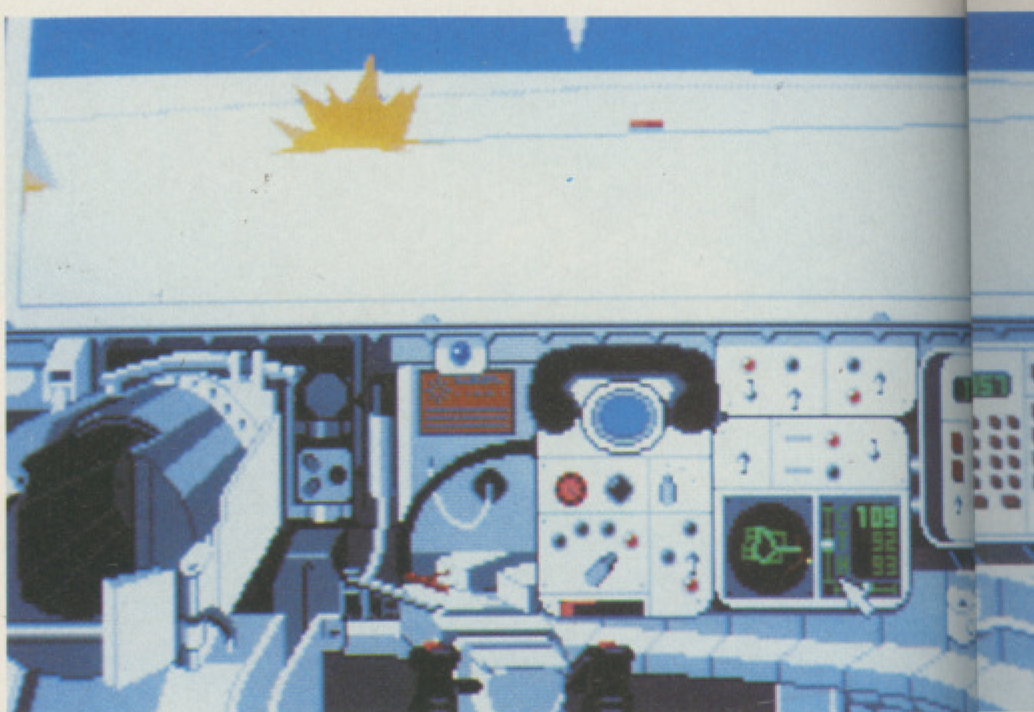
If you want to get into the thick of the action you can take over one of the four seats in the lead tank. The driving seat is fairly uninteresting, and you're so low down in the tank you can't see much. It's best to occupy this position when you need to guide your platoon out of trouble in a hurry. The M1 comes equipped with a .50 calibre machine gun which doesn't harm tanks but is great at churning out five hundred rounds a minute and blowing away unarmoured trucks. The best position is the gunner's cabin. Imagine sitting behind a 120mm smooth bore cannon with high explosive and armour-piercing shells, a laser ranging system, 7.62 coaxial machine guns, smoke generators and night sights. Point, target and fire. If you get into a good position you can blow merry hell out of a Russian armoured platoon. This is definitely the fun place to be in a fire fight.

Issuing orders to the platoon is fairly simple, after you've worked out what everything does. There's a main map screen showing





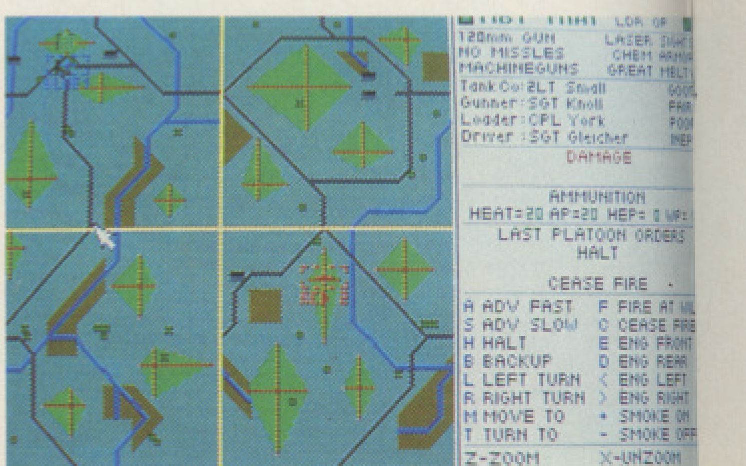




The view from the turret funner shows enemy tanks on the horizon.

Left: A Russian BMP falls prey to the .50 caliber turret gun.

Right: All platoon orders are issued through this map screen. Your also need to come here to target air and artillery strikes.



PLATOON

the locations of buildings, hills, visible enemy, bases and your men. To order the platoon to a set location you must first click on it, then select the 'move to' command and advance. This may seem unnecessary hassle, but it's fairly uncomplicated and sensible when you look at the logistics behind controlling four tanks each staffed with individual, thinking, characters. The platoon can travel in a line, column, v shape, wedge or diagonal line. You can instruct them when to fire, at what, use their smoke generators, or run. Alternatively you can issue orders to individual tanks, although it's inadvisable to split the platoon if the situation doesn't warrant it.

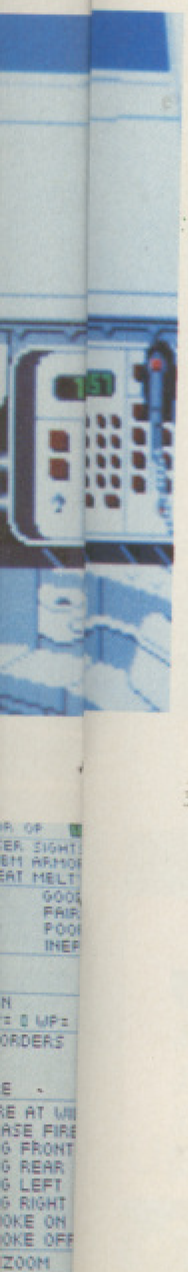
On a majority of missions you're supported by a secondary platoon of armoured personnel carriers and infantry. These are controlled directly by you through the map screen. On other missions you get the use of scout helicopters, AH-64 Apache Gunships, equipped with smoke and explosive motors and artillery rockets. When you can get hold of one you can cause untold damage in pre-emptive strikes.

As usual the bad guys are Russian. If East/West relations keep improving I can't help wondering who MicroProse will use as cannon fodder in future games. Before the start of a mission you can choose the quality of the troops you'll come up against (cadets to elite corps), and this determines what they're equipped with and how well they'll react to a platoon of M1s storming up the hill they're defending.

Though the game is graphically unimpressive it's very satisfying landing a hit on an enemy tank and this can look fairly impressive. The accompanying sound is flat and uninspiring and could have been beefed up a little. However, *M1* is a fantastic sim. The wealth of things to do coupled with my naturally destructive, violent nature meant that everything I came across, including houses and my support team, fell prey to my 120mm gun. I thoroughly enjoyed playing this game. A fantastic sim in every respect, though beginners might find it difficult to play at first.

Mark Patterson

CU SCREEN STAR



TANK SPEC

Weight: 57.1 tonnes

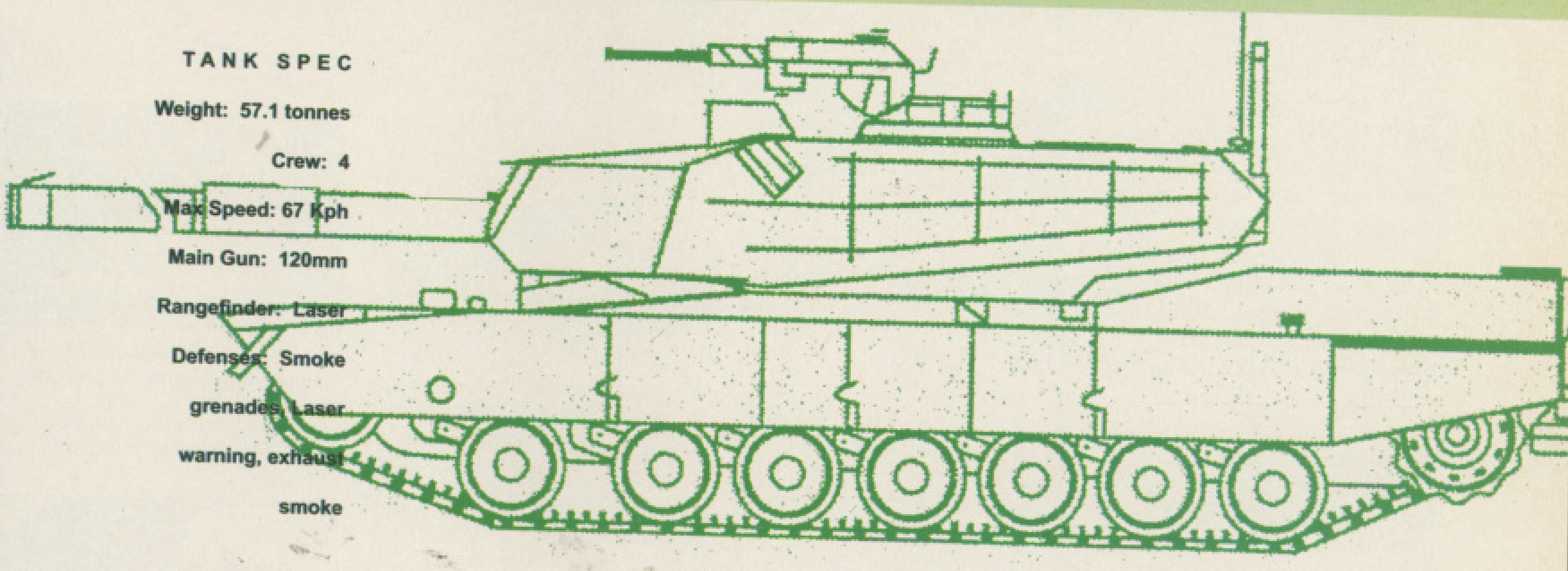
Crew: 4

Max Speed: 67 Kph

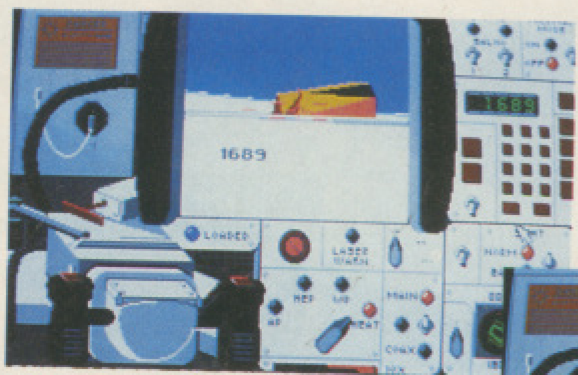
Main Gun: 120mm

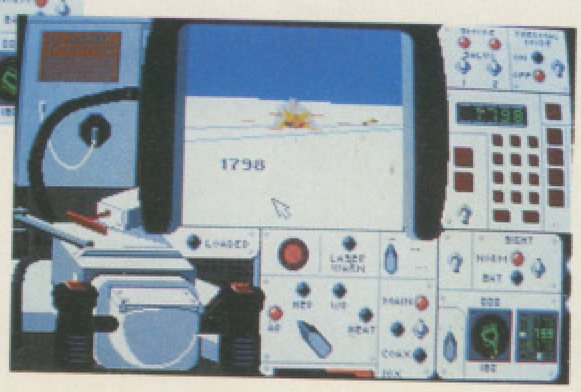
Rangefinder: Laser

Defenses: Smoke grenades, Laser warning, exhaust smoke



The M1 Abrams Battle Tank is the main frontline land weapon of the US army. As with most tanks its weak spot is in the rear where it's armour is only a fraction of that at the front. The main threat for the M1 comes from air strieks from Hind helicopters and the SU-25 Frogfoot attack jet.



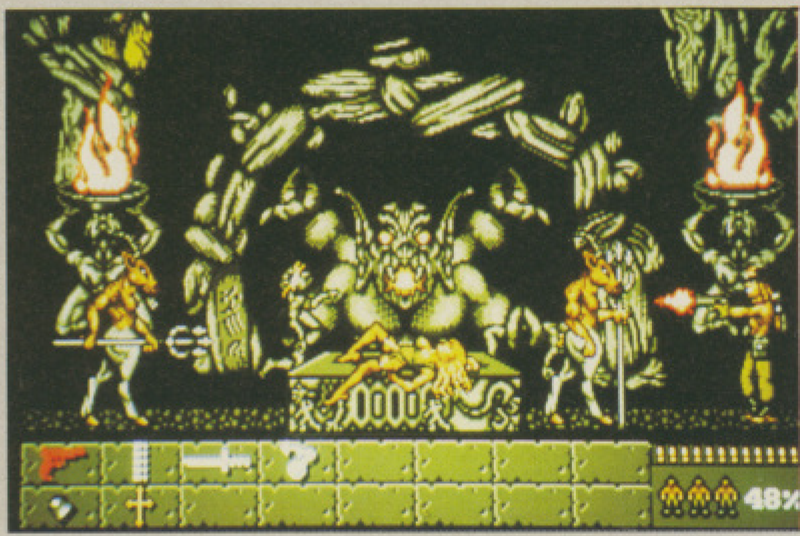


The M1 is equipped with a formidable 120mm smooth bore gun. Here we see it in action against a Russian armoured vehicle.

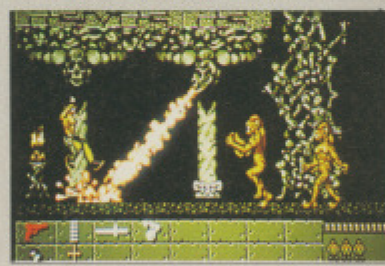
MICROPOSE £29.99

"Another high quality Microprose simulation"

GRAPHICS	69%
SOUND	60%
LASTABILITY	90%
PLAYABILITY	92%
OVERALL	**90%**



Rescue the sacrificial maiden, left, and, below, you'll encounter the fires of Hell — take a big jump then leap for your life.



GOLD OF THE AZTECS

Spectacular claims are being made about this game. It's 'one of the toughest adventures ever devised,' and just to prove the point, the manufacturers are giving away a trip to Mexico to whoever thwarts all-comers.

Indeed, the way in which the game has been constructed is something of a first — on an Applemac, cramming 26 megabytes of graphics onto 2 three-and-half inch disks. But does this remarkable feat make for a remarkable game?

You control Bret Conrad, ex CIA-agent, in this arcade-style adventure, as he treks through a horizontally scrolling jungle towards the tomb. In the jungle, there's danger in the shape of savage Headhunters, and you need to master the tricky joystick movements to help Bret jump and somersault out of trouble, without falling victim to any one of a number of horrible traps, ghosts and poisonous snakes.

Gold of the Aztecs has a straightforward scenario, but the game itself demands lots of patience and practice. There's a 'show map' option at the beginning of the game; this scrolls along the entire length of the passages leading to the tomb, and shows the kind of fiendish traps lying in wait for our hero, and you can also save a game in progress onto disk.

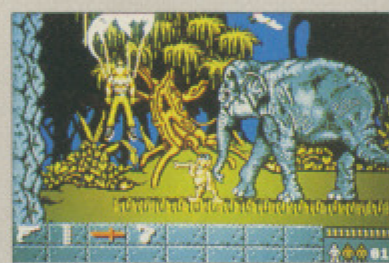
It all sounds fine on paper, but playing the game is a totally different affair. It is very difficult, but not because of any puzzles or traps. The problem is it's just too slow to play. For example, to shoot anything you obviously have to draw your gun. However, you can't move when your gun is drawn, which leaves you slightly vulnerable. The controls are also painfully slow to respond — there were too many times where I saw danger coming, pulled the joystick to take evasive action, and watched as my character died in the oversized pause between joystick movement and on screen reaction.

The graphics look impressive until they start moving. The animation, though technically impressive, is far too slow to be realistic and only adds to the sluggish feel of the game.

Gold of the Aztecs looks like a straightforward enough arcade game, until you realise just how many puzzles you must complete to finish the game. And although they're ingenious, they simply do not compensate for the awful reaction time.

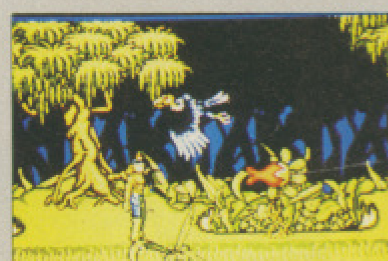
I sincerely hope that Kinetica can master their latest innovation. But would the latest Porsche be an 'intelligent drive' if you could only take corners at 5mph? Mutton dressed as lamb, I'm afraid.

Tony Dillon

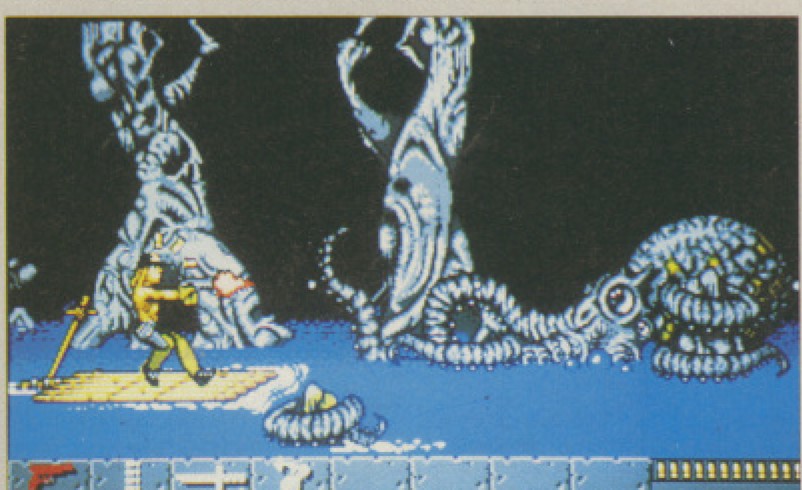


Leave the first screen before the elephant appears, as he can't be avoided, above.

Below, what's this? Horrible-looking meat-eating vegetation?



Opening fire on the hideous, mutated worm of Globbe

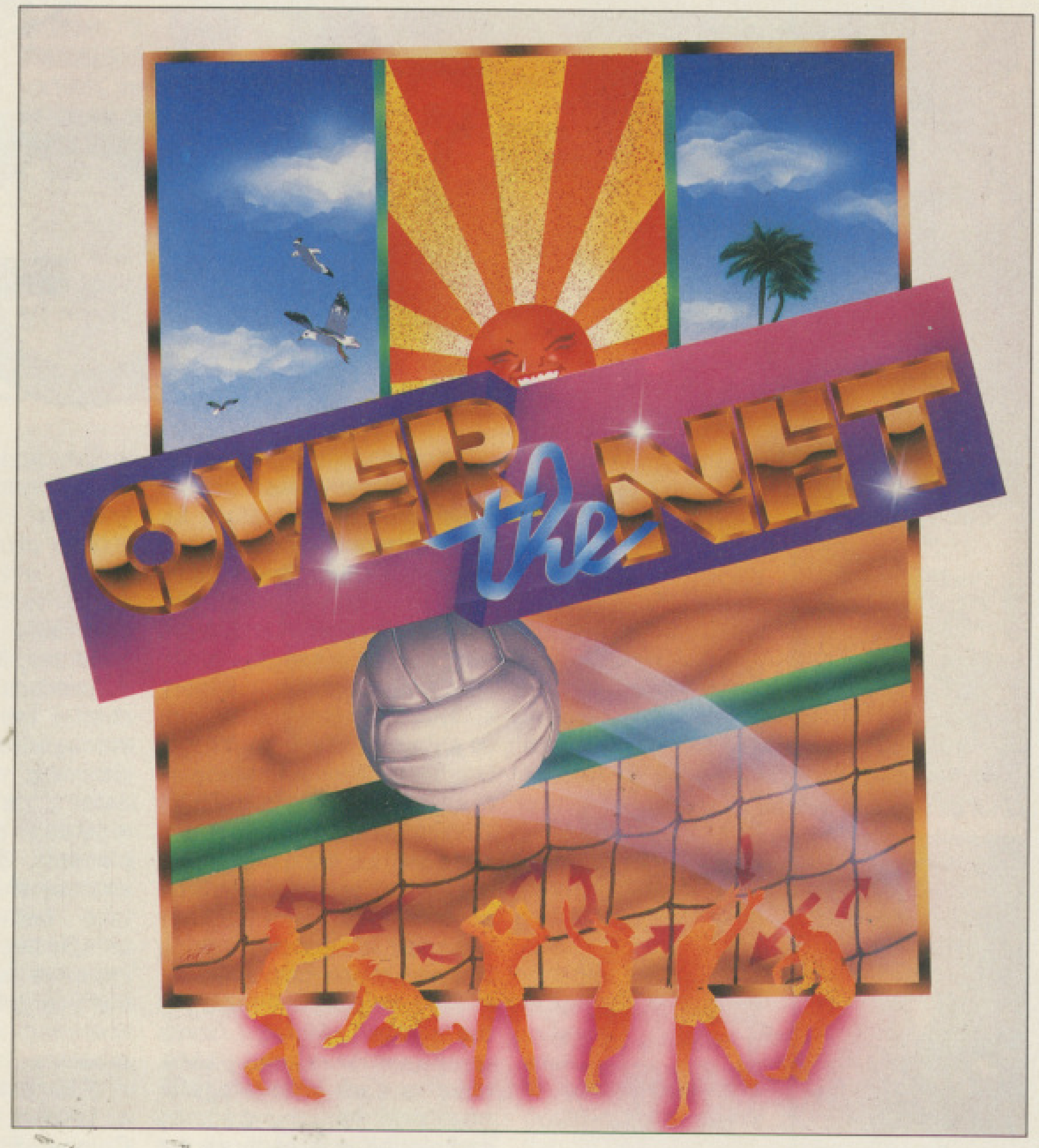


US GOLD £24.95

"in-depth puzzle game but average to play"

GRAPHICS	90%
SOUND	78%
LASTABILITY	69%
PLAYABILITY	59%
OVERALL	**67%**

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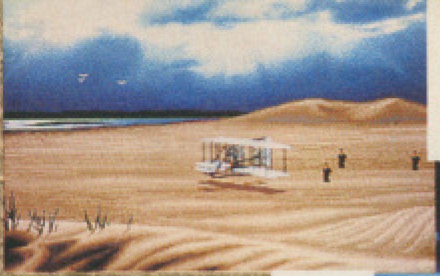
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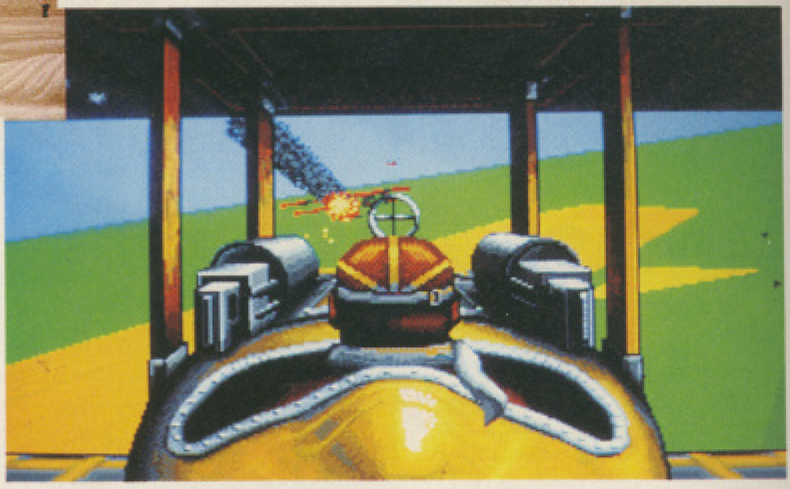
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Orville Wright's inaugural flight — "This will spell an end to all wars," he claimed. Six years later World War One broke out.



WINGS

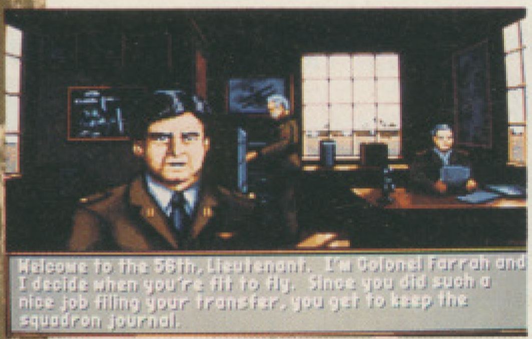
Once more Cinemaware's researchers draw from history for the inspiration behind a game. This time the creative time machine has stopped midway through World War I and inside the hangers of the 56th Aerosquadron.

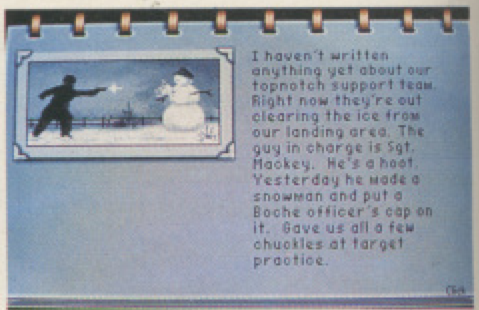
The obligatory 'movie' intro is an account of the Wright brothers first powered air flight, along with a quote from Orville Wright claiming that wars will be impossible with the arrival of the plane. The scene then dramatically changes to two dogfighting biplanes over a battle field.

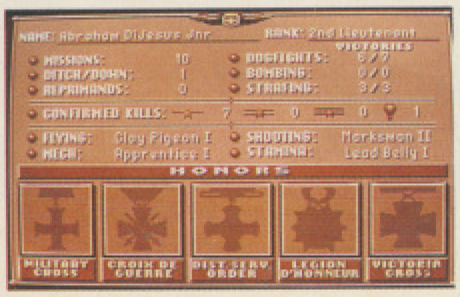
Now you, a new recruit in the Royal Flying Corps (predecessor to the RAF), have to earn your wings to qualify to join the 56th by completing one of three set training missions — bombing, strafing and, best of all, dogfighting. Should you qualify your transfer comes through and you're off to the front line.

Your pilot has four ratings: Flying — the higher this rating is the more manoeuvrable your plane becomes; Mechanical rating determines your ability to control the plane when it's damaged or stop your guns jamming; while shooting determines how many shots it takes to down enemy planes; Stamina is the amount of damage you can take before wigging out completely. These ratings increase according to how many targets you destroy and how well you perform on missions.

First taste of air force life is a briefing from your CO, Colonel Farah, who kindly puts you in charge of the Squadron's log, the diary of what's going on at your base.

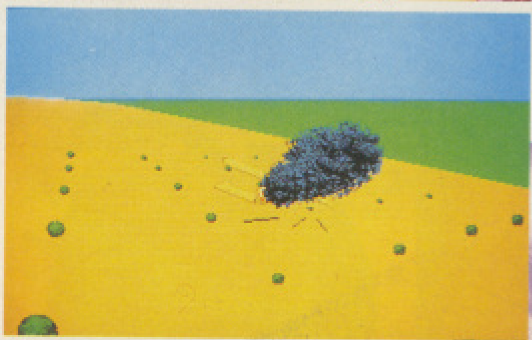




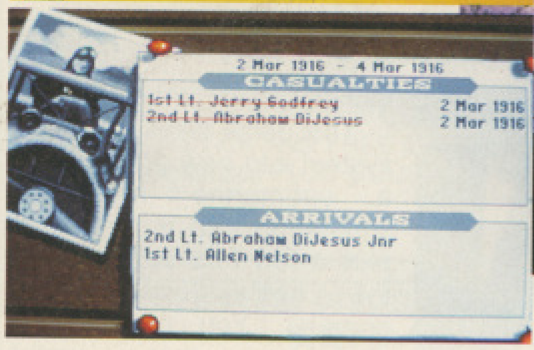


You have to do joined up writing – as well as bashing the Bosche! You can fill in your own journal and keep your own personal record. Directly above is a typical journal entry.





You may sometimes get the Hun in the sun... without quite catching the one on your tail.
And so you go down, down, and before you can say Blighty you'll be hanging out the washing on the Siegfrieg line.







In true, blue Wing's speak, you've bought the farm, matey. . .

Soon the day of your first mission dawns and you're led into combat for the first time. Mission one is a routine patrol where you come across two German Fokkers. The information before a battle is relayed to you in the form of the pilot's thoughts with phrases such as '...Harry the Hun wouldn't know what hit him' or 'there was only one but he boldly signalled for a fight'. These messages can often be quite funny and bridge the gap between plot and game.

The journal keeps you up to date with the game's story and the war as it unfolds. It informs you of the squadron's progress, the men involved, and technical developments that have a direct bearing on the war. This includes details such as the new German machine gun or the French built anti-Zeppelin rocket.

Recruits and fatalities are recorded on the pilot roster. As you're not the only one in the squad it's interesting to keep an eye on how well other team mates are doing, as you're going to end up flying with or leading some of them into combat.

The missions vary quite dramatically. They need to be – there are one hundred and fifty in total. The majority of these are dog fights. As biplanes are not too sophisticated they have hardly any equipment or control panels that you need to keep an eye on. All you have to worry about are the guns jamming, hitting the enemy and avoiding them hitting you. To track the planes you need to follow the pilot's line of sight as he'll turn his head to look at his nearest adversary, a novel system which not only fun useful. Bombing missions don't appear until later in the game. These are virtually pure arcade. You get a top view of your plane as it races across enemy territory. Tapping the fire button releases a salvo of bullets and holding the fire button drops your bombs. This section is weak, but is easily supported by the rest of the game.

When you go on a strafing mission the screen scrolls diagonally from bottom right to stop left, with forced perspective (a 3D effect without actually being 3D) graphics. The mission overview gives you a list of what priority targets you have to go for, and this means destroying at least half of them.

With the length of the game, and the changes which go on throughout, the chances are you're going to 'buy the farm' (as we airforce types say). If such should be your fate a rather tasteful sequence follows with your comrades lowering you into a hole so you can while away your time pushing up daisies. All is not lost, though, as you can always train up a new pilot and rejoin your squadron as your own replacement!

Wings is a brilliant game. It's both atmospheric and easy to get into. It comes with Cinemaware's usual brilliant presentation and can hardly be faulted. At the moment it's one megabyte only, although Mirrorsoft claim there will be a version for unexpanded machines coming along. Let's hope it happens soon. It would be a shame for anyone to miss out on such an excellent game.

Mark Patterson

AMIGA SPEC

MEMORY REQUIRED	1 MEG +
COLOURS ON SCREEN	32
LEVELS	150
HOURS TO COMPLETE	40
GRAPHICS STYLE	SPRITES AND SOME VECTORS

WINGS DOESN'T BOAST A HUGE AMOUNT OF TECHNICAL FEATURES AS THE ONUS IS ON GAMEPLAY.

GENERAL HINTS: Follow the enemy's line of sight when tracking the planes. It's a good guide to position and much easier than guessing. Also, try to build up your stamina and flying skills ASAP. The game will become harder but ever more enjoyable!

MIRRORSOFT £29.99

"High flyer - should soar to the top of the charts"

GRAPHICS	85%
SOUND	82%
LASTABILITY	95%
PLAYABILITY	94%

OVERALL 94%

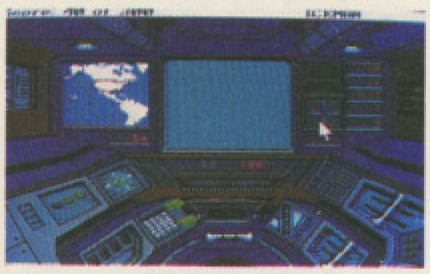




CODENAME ICEMAN

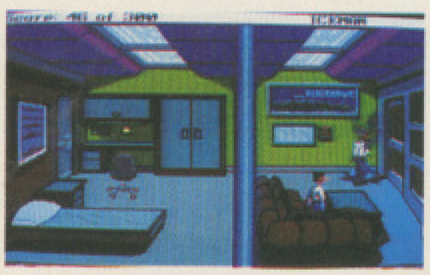
With a global shortage of oil, the USSR and the USA are in a tug of war over oil negotiations with Tunisia. And while Commander John B. Westland of the US Navy is sunning himself on a beach in Tahiti, the US Ambassador to the Middle East is taken hostage by a Russian-supported group of terrorists, and held to ransom for $10M. General Braxton, irate that Westland is on vacation, says 'jump', summoning him back for a mission briefing. So fast have world events moved recently that this scenario can almost be classified as historical (computer) fiction. It's hard luck on Sierra that it was intended to be an up-to-the-minute 'techno' thriller, but these days the Russians and US are on the same side. Still, they got it right about the Middle East.

Iceman was written by Jim Wallace, creator of the *Police Quest* series, and has a similar pedantic approach that tends to make the game very routine and dull. First we have to go through the motions down on the beach - read a magazine to hear about the situation, buy a newspaper to get an update, travel to three or four sluggish locations to get cash and then all the way back to spend it on the newspaper and so on. Throughout this a number of attractive girls in beach wear pass by, but absolutely ignore anything Westland says or does. A case of CO BO, or is he just a wimp?



Split view of the captain's quarter (above). But catchy music cannot disguise the game's inaction.

The control panel (below) for the submarine sequence. The thrills are rare among the dull routine.



Bursting with enthusiasm to get back to duty, I found the General's phone number and tried ringing him on numerous occasions, only to find him not at home. No progress could be made until I had laboriously gone through playing a ball game on the beach, saved the life of a drowning girl by rigidly sticking to a set of technical phrases listed in the manual, and finally collecting a message that Braxton wanted me to phone. This game is so packed with inaction that its rather catchy music can easily send you to sleep.

Among the flaws in the program logic is a little affair with a briefcase. It contains detailed mission instructions and is opened at a critical point in the game. But when examined it declares itself to be empty, hinting at a secret compartment in the lid. Do you take notice of the text and try, unsuccessfully (for the moment) to work on the lid, or heed the graphic which clearly shows something visible in the main part of the case? Trouble is, if the latter, how do you phrase GET <object> when you don't know what the object is, and there are no encouraging hints built into the replies? I'll tell you for nothing - GET ENVELOPE. It took me two hours to work my way through that little piece of techno-programming.

This game takes the Sierra system into new ground, with a submarine navigation simulation that is quite fun, plus a few frills tacked on to the conventional action screens. You now get a character that walks diagonally when his route is angled, and automatically walks to an object from most parts of the screen when he has been told to GET or EXAMINE it. Unfortunately, he sometimes takes the scenic route to get there. You also get a fine-tuned LOOK, which describes the nearest examinable object, making it frustrating when you want a wider view of the scene.

In the days when a good adventure was a logically constructed interactive story told mainly in text, this highly structured piece of unreality, stripped of its high-tech graphics and sound, would have been laughed out of the shops at a fiver a time. Tarted up as it is with much of the common sense removed, you're welcome to pay the profit-guzzling thirty-five quid that is being asked. I know I wouldn't.

Keith Campbell

SIERRA £34.99

"Poorly executed and routine adventure game"

GRAPHICS	75%
SOUND	78%
LASTABILITY	67%
PLAYABILITY	50%
OVERALL	**59%**

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BUYERS GUIDE

Here it is!
The essential CU guide to the hottest selling titles on the Amiga. Check out what's going to be new in October, which games the CU staff play, and the Classics on Release Chart – our guide to great games that are still available.

OCTOBER RELEASES

PRODUCT	*PUBLISHER/INFORMATION*
GUNBOAT	Wartime blast, Accolade
ELVIRA	Camp horror from Accolade
LOOPZ	Taxing puzzle fun from Audiogenic
EMLYN HUGHE'S ARCADE QUIZ	More Crazy Horse fun, once again by Audiogenic
INTERNATIONAL SOCCER CHALLENGE	3D football simulation from Microprose
LOTUS	Fast car driving game, Gremlin
KILLING GAME SHOW	Future gameshow SEU, Psygnosis
TOTAL RECALL	Licence of the new Arnie sci-fi movie, Ocean
PANG	Cute Japanese coin-op conversion, from Ocean France
WINGS	Cinemaware's airborne extravaganza, Mirrorsoft
BILLY BOULDER	Prehistoric arcade-adventure, US Gold
BUCK ROGERS	Strategic blasting in the 25th century, US Gold
WONDERLAND	Fantasy graphic adventure, Magnetic Scrolls/Virgin

AMIGA CHART

TM	LM	
1	1	KICK OFF 2. Anco's sequel to the sequel is *still* there!
2	9	SHADOW WARRIORS. Ocean's coin op licence hits the big time.
3	10	LOST PATROL. Ocean's version of Vietnam storms 7 places
4	2	TURRICAN. Rainbow Art's great arcadester peaks and falls
5	8	F-29 RETALIATOR. Air combat fun, from Ocean climbs 3 places
6	5	MIDWINTER. Slipping one place this month, from Microprose
7	3	ITALIA 90. Codemaster's football game takes a dive.
8	11	PRO TENNIS SIMULATOR. Codemasters come smashing up the charts
9	6	DAMOCLES. Novogen's superb sequel falls three places.
10	NE	IMPERIUM. Electronic Arts' galactic domination sim makes an appearance.
11	NE	TARGHAN. Action 16 budget re-release of classic old beat'em up.
12	16	TREASURE ISLAND DIZZY. Codemasters cutesey climbs four places.
13	NE	RED STORM RISING. Sub fun from Microprose surfaces.
14	NE	SUMMER OLYMPIAD. Sporting action from Micro Value.
15	7	EMLYN HUGHE'S INTERNATIONAL SOCCER. Crasy Hoss begins to fall.
16	14	BATTLE OF BRITAIN. US Gold's WW2 combat sim drops 2 places.
17	NE	FLIMBO'S QUEST. System 3 make an appearance.
18	4	ITALY 1990. US Gold fall heavily this month with their world cup tie-in.
19	17	FLOOD. Surprisingly low position for EA/Bulldog's great platform game.
20	NE	FAST LANE. Racing fun from Action 16.

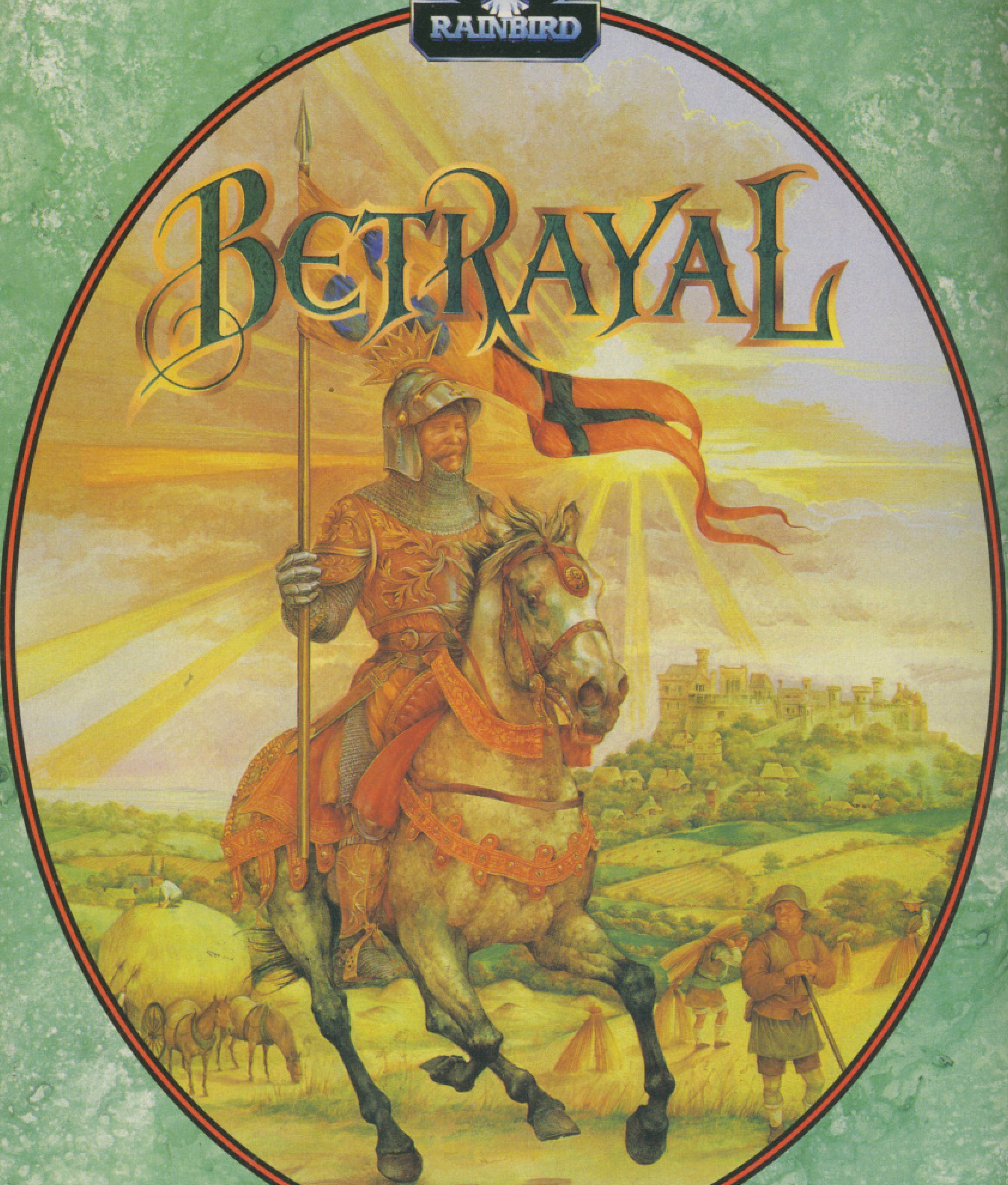
DESERT ISLAND DISKS

GAMES WE THINK DESERVE AN EASY LIFE IN THE SUN

STEVE JAMES	Wings, Wonderland, Simulcra
DAN SLINGSBY	Wings, Simulcra, Pang
MARK PATTERSON	Wings, Pang, Mean Streets

CLASSICS ON RELEASE

PRODUCT	*PUBLISHER/INFO*
FLOOD Wetware platform action. CU Screenstar	EA, £24.99
EUROPEAN SUPERLEAGUE Managerial footy sim. CU Screenstar	CDS, £24.99
FALCON MISSION DISK 2 Bolt on flight sim expansion CU Screenstar	Mirrorsoft, £19.99
FLIMBO'S QUEST Cute platform antics CU Screenstar	System 3, £24.99
CHAMPIONS OF KRYNN D&D mayhem in the world of the Dragonlance. CU Screenstar	US Gold, £24.99
NUCLEAR WAR Apocalyptical toilet humour with a cast of hundreds. CU Screenstar	US Gold, £24.99
MIDWINTER A small community up against a cold-hearted dictator. CU Superstar	MicroProse, £24.99
LOST PATROL Vietnam action/strategy game. CU Screenstar	Ocean, £24.99
SUPREMACY Superb space strategy wargame. CU Superstar	Virgin, £19.99
F-19 New major combat sim. CU Superstar.	MicroProse, £29.99
UMS 2 Huge scale wargame that rewrites all the books. CU Screenstar	Rainbird, £29.99
CORPORATION Engrossing RPG with bells on. CU Screenstar	Core, £24.95
ANT HEADS Sequel to the B-Movie smash CU Screenstar	Cinemaware, £14.99
SUBBUTEO Computer version of classic football game. CU Superstar	Mammoth, £19.95
NEUROMANCER Futuristic cyberpunk RPG CU Screenstar	EA, £24.99
KICK OFF 2 The best footy sim ever.	Anco, £19.95
SIMULCRA Fast polygon battle simulation. CU Screenstar	MicroProse, £24.99
WINGS Cinemaware's finest hour. CU Superstar	Cinemaware, £24.99


BETRAYAL

A WEB OF INTRICATE POSSIBILITIES - BUT FAIR PLAY ISN'T ONE OF THEM

BETRAYAL

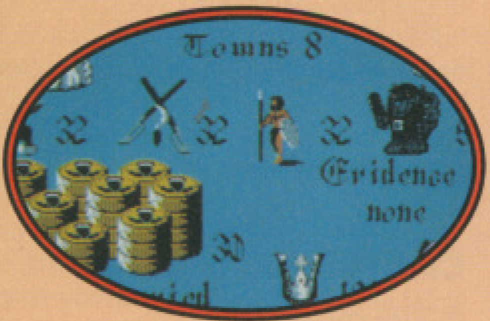


The West Marches is a corrupt land ruled by immoral leaders. You are one of four Knights with a lust for power. And in the pursuit of power, the end justifies the means.





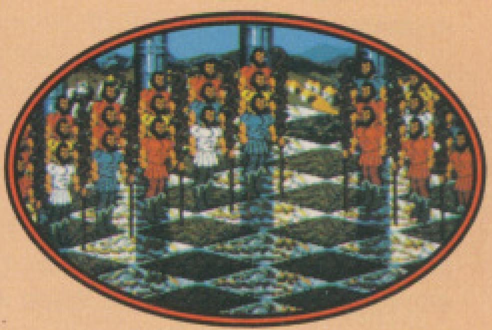
The bloodiest battles yield the greatest spoils. Strategically extend your domain, reduce your rivals' resources, and tighten your stranglehold on the peasants of the land.



The towns provide your power base. Manage them successfully, and harvest the wealth needed to buy, bribe and fight for ultimate power.

Betrayal involves a long, hard, ruthless struggle, starting with the economic management of your towns and cultivation of your lands, culminating in the honing of your military strategy and execution of political subterfuge.

BETRAYAL
A HELL OF A GOD GAME



Develop a mastery of political subterfuge, gaining places for your Courtiers at the palaces of the King and Bishop, ready for the coup which will make you the master of Betrayal.

A new barrel of fine Welsh ale had just been broached. The royal palace's smoky dining hall resounded to cheery voices. To one side of the top table a harpist and a minstrel were struggling to be heard above the commotion caused by two dogs snarling over a bone in a corner.

Eating slowly, I leant forward to catch the breathless whisper of a rival knight.

'They came in at a run, baying like wolves. Four wild-eyed barbarians ready to cut, gouge, pulverise and kill anything that moved.'

That news was indeed music to my ears. My forces' attack on his wealthiest town had met with success. Financially weakened, militarily broken, and politically bankrupt, he could no longer hold influence at Court.

So long as no evidence of my wrong doing remained. So long as the Gods blessed the crops of my harvest. So long as the rumours of the capture of my brother were true. The throne was mine.

I've cheated, lied, spied and slaughtered. The fruits of Betrayal are mine.

RAINBIRD

FANTASY ZONE

KEITH CAMPBELL VENTURES INTO THE FANTASY ZONE OFFERING ADVICE ON ADVENTURES, ROLE PLAYING, STRATEGY AND WAR GAMES. READ ON FOR ENLIGHTENMENT.

INPUT

LABYRINTH
RPG

I am stuck in *Labyrinth* at the castle gates. I can kill the guards OK, but how do I open the gates?

Phillip Rankin,
Dysart, Queensland,
Australia.

PREDATOR
RPG

For months now my friend and I have been trying to complete *Predator*. I must admit we are getting to the stage where we are getting very bored. We seem to get near the end of the first stage and then get killed. If there is anyone out there with a cheat code or any tips for *Predator* we would be very grateful.

Wayne and Paul,
Dulmen, W.Germany.

KING'S QUEST/ DEJA VU II
Adventure

What is the name of the gnome in *King's Quest*? I want a solution, not just a hint! In *Deja Vu II*, I can get into the Reliant Laundry, but there are two guys who kill me if I make too many moves. I believe I must leave tracks to fool them to think I've left, and then hide in the laundry container. But how can I fool them? In the elevator there is an empty space above the four buttons. What do they do?
Morten Brattbakk,
Steinkjer, Norway.

FAERYTALE ADVENTURE
RPG

I have three of the five gold statues (two from Grimwood and one from the Crystal Palace). Where are the other two? Also, what do I use the sun stone for? I have been wandering all over Holm for months and getting no further.

Mrs K Coyle,
Liverpool.

I wish to know where to find the swan to get to the princess, and where the gold statues are. I have the statues from: Seahold, Hemsath's Tomb, Isle of Sorcery, and Grimwood Forest, and I need the last one.

Jan Erik Spigseth,
Disena, Norway.

How do you find the hidden city of Azal? When people say the 'witch's castle' do they mean the small keep? And lastly, what are the statuettes and the sea shell used for?

Matthew Frederick,
Kent.

BARD'S TALE III
RPG

I am stuck on *Bard's Tale III* because I don't know where the Old Man of the Review Board is.

David Jongue,
Brisbane, Australia.

LEGEND OF THE SWORD
Adventure

I'm outside a keep, and there is a window fifteen feet above me, closed by shutters. To get into the keep I have to open the shutters and climb through the window. How the hell do I open the shutters? This little thing has been driving me nuts for ages. Please help, even if it's only to send a cyanide pill so I can end my misery.

Karl Bergin,
Manor Kilbride, Co Wicklow.

Your tip about the mud-monsters worked like a charm, but now I am unable to open the shutters of the door of the second keep. I tried blowing the hunting horn, but nothing happened. So come on someone, help me out, please!

Klaus Conrad,
Balzan, Malta.

CASTLE MASTER
Action Adventure

How do you open the gatebridge?

David Jongue,
Brisbane,
Australia.

I have just one pressing problem - how to reach the pentacles, especially those in the caverns and the one in the junk room.

Klaus Conrad,
Balzan, Malta.

DRAKHEN
Adventure

I can't remove the force field from the first door of the castle of the princess of water. Also, I am unable to enter the golden pyramid and the ice palace. Please send some help!

Klaus Conrad,
Balzan, Malta.

OUTPUT

POLICE QUEST
Adventure

To deal with the bikers in the pub, first approach the leader and tell him to move his bike. He will get angry and attack you. Then, quickly take out your nightstick and they will back off.

Stephen Quinlan,
Dublin, Eire.

RETURN TO EDEN
Adventure

I am writing to reply to Antonis Evvipidou, who is puzzled with *Return To Eden*. Try removing your clothing . You then need to cross the river. *Note*: the log is full of water.

Ian Wales,
Ottringham.

FAERYTALE ADVENTURE
RPG

In answer to Steve Mackenzie, to pass the barriers to the necromancer you must first get the bone from Hemsath's tomb. Give it to the spectre in the house in the graveyard at midnight, who in turn will give you the item you need to pass the barriers in the temple of doom.

Jan Erik Spigseth,
Disena, Norway.

LEISURE SUIT LARRY III
Adventure

You can score two points by looking at yourself and when playing the part of Patti, throw your panties to Dale (on stage) for 99 + 1 point.

Simo Heiskanen,
Imatra, Finland.

DEJA VU II
Adventure

The address to the hookers apartment is found in the slot machine, but you'll have to get a phoney item first.

Kenneth Harsen,
Bergen, Norway.

INTERACTION

Ever heard of SMAFM? Never released in the UK, I spotted a copy on a dealer's stand at last year's PC Show. But the only copy I ever got to play was one sent in by a reader, and it had been 'officially' pirated by an outfit calling themselves Vision Factory and the Beyonders ...

■ In **Scary Mutant Aliens From Mars**, my spaceship refuses to take off. Do I need a disk or something?
Please help me!

Geir Rimala,
Oslo.

Keith's Response: When I hit the same problem, I assumed that my difficulties were due to playing a pirate version. Perhaps the pirating had been less than perfect, or perhaps there is something essential in the packaging, to render pirating useless. Is there anyone out there who can tell us how to achieve lift off? And here's an altogether different kind of lift off:

■ Oh deary me, Keith, it seems you've made a little slip up. You **CAN** score with Suzi, it just take a little persuasion ...
(The letter continues with details - Ed.)

Leigh Webster,
Solihull.

Keith's Response: OK! OK! Enough! I KNOW!!! Simo Heiskanen wrote from Finland to make the same point. But in listing in detail Patti's correct route through the maze, he asks:

■ You wrote 'Heed the lyrics of the Nectarine Tune...' Just what the hell do you mean?

Simo Heiskanen,
Imatra, Finland.

Keith's Response: And how precisely did you discover the correct route? By trial and error? It's a lot quicker using the Nectarine Tune! Work it out for yourself!

■ Since neither Belboz nor the old crone wants to help me when I summon them, I feel forced to call upon you to help me. The reason I am writing to you is that once I overheard Belboz talking about you in his sleep, and how you once had helped him when he was a novice enchanter like I am now.

My problem is this. Whenever I enter the Krill's room beyond the neverending stairs, he introduces me to his pet dragon which seems to rather enjoy making fried enchanters. I think I have missed a spell or something.

I have some other questions. What use is the Golden Globe, the spoon, and the filfre spell? In the library I found some rat tracks going into a hole which seems to be blocked from the inside. Is this a red herring or what?

Pedro Thormodsen,
Gjovik, Norway.

Keith's Response: Trust Belboz to open his big mouth! No truth in it whatsoever! (In other words, I don't know the answers!) And finally, here's Lucifer who's been making life a personal nightmare for M.Baldwin ...

■ *Personal Nightmare* turned into a nightmare for me. Don't get me wrong, there are some excellent and clever tactics in this game, but the ending absolutely does my box in. The idea, at the end, is to reveal the devil and put him back down under. The trouble is, the red faced idiot crashes, and leaves me with a blank screen.

I sent my first copy back to Horrorsoft and they sent me back a new copy. I am now on my fourth copy - and exactly the same happens. I am just writing this for the sake of your readers who have not yet finished the game and are looking forward to the end.

M.Baldwin,
Bolton.

Keith's Response: I rang Mike Woodroffe of Horrorsoft, who told me that there was originally such a bug and it was fixed. Unfortunately it got through on a few hundred copies when the duplicators used the wrong master. However, there should now be no problem in getting a fully working version. You should return your current copy to Horrorsoft at PO Box 786, Sutton Coldfield, West Midlands B75 7SL, explaining the problem.

Want to interact with **Fantasy Zone?** Send me your problems, or any help you can pass on to those whose suffering is chronicled in these columns! If you include your full address, I will get back to you with a quick answer if I have one to hand. Anyway, you will get a reply, even if it's only a 'thanks for the help'.

The address is:

Fantasy Zone,
CU Amiga, Priory Court
30-32 Farringdon Lane
London EC1R 3AU

FANTASY ZONE NEWS

MEGATRAVELLER 1: THE ZHODANI CONSPIRACY

RPG

The latest tabletop RPG to be converted to computer format is Games Designers Workshop's hugely successful Traveller series. Recently updated and re-named *MegaTraveller*, the game incorporates all the rules that made it the most popular science-fiction role-playing game around.

The Zhodani Conspiracy plunges you and your crew of five ex-military types into a web of intrigue and deceit, as you race across the galaxy trying to uncover the traitors within your government.

Boasting a totally unique character generation system, it relies on knowledge and skill rather than a mass of numbers. Other features include real-time ground and space combat, 28 fully-explorable worlds and a detailed cargo trading system.

MegaTraveller is currently enjoying its run on the IBM PC in America but an Amiga version is planned for release over the next few months. Look for it on the Paragon/MicroProse label.

THE LAST DAYS OF DOOM

Adventure

The text-only adventure lives! Topologika, the company that brought us such classics as *Philosopher's Quest* and *Kingdom of Hamil*, have launched the third chapter in the 'popular' Doom series.

It's going back a few years to remember any of those classic titles but those of you with memories that large will no doubt recall what first-rate adventures they were. *Last Days* sees you trapped on a dying planet, after watching your crew perish in a freak earthquake and with only your robot dog for company.

As an added bonus, Doom comes with an extra game in the same package, at no further cost! Hezarin sends you back to a magical era in order to find a powerful artifact. This artifact is the only thing capable of destroying an evil wizard who has taken over the land and is ruling it with an iron glove.

WAR BREAKS OUT

Strategy

There's plenty of wargames coming over the horizon for the discerning strategist. *Overrun*, available now from SSI, uses an updated version of the system in *Panzer Strike* and *Typhoon of Steel* and is set in either Europe of the near-future or Arab-Israeli war of 1973. Weapons include everything from APDS or HEAT shells to reactive-armoured tanks.

If that isn't big enough for you, Impressions' *The Final Conflict* pits you as the Premier of a major country at the outbreak of war. Using not only your diplomatic skills but also your armed forces, espionage agents and nuclear capabilities you have to find a way to pull through the war without destroying the world.

Turning the clock back, as well as the roles, *Blitzkrieg May 1940* contains two games in one. The first, Blitzkrieg, sees you in command of the German Panzer and Storm-trooper squads, your objective to occupy Europe. *May 1940* turns things around, putting you back in charge of the allies defending the continental battleground.

A unique feature of both games is the 'artificial intelligence' of your officers. Command over each division in your army can be passed over to the relative officer for him to run it as he would see fit. Each officer can also be given certain objectives to work towards, either themselves or with you in command. Look for it in September.

SSI's other major offensive is *Second Front*, chronicling the battles between Russia and Germany during WWII. With a map stretching from Berlin to Stalingrad, you can take command of either side and up to 150 divisions under your control and must keep supply lines open to your troops, plan air raids and regulate production.

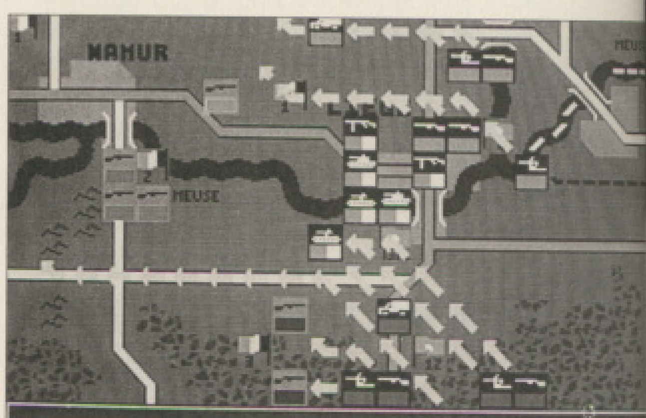
Claiming to be the most detailed simulation of Russia's part in the war, you can decide for yourself during the Autumn months.

AND FINALLY...

Remember *Kult*? Infogrammes intriguing game of puzzles and psychic powers was recently released over in the States under the auspicious title *Chamber of the Sci-Mutant Priestess*! Who says the Americans aren't over the top?

CU Amiga's Fantasy Zone News is compiled by Paul Presley.





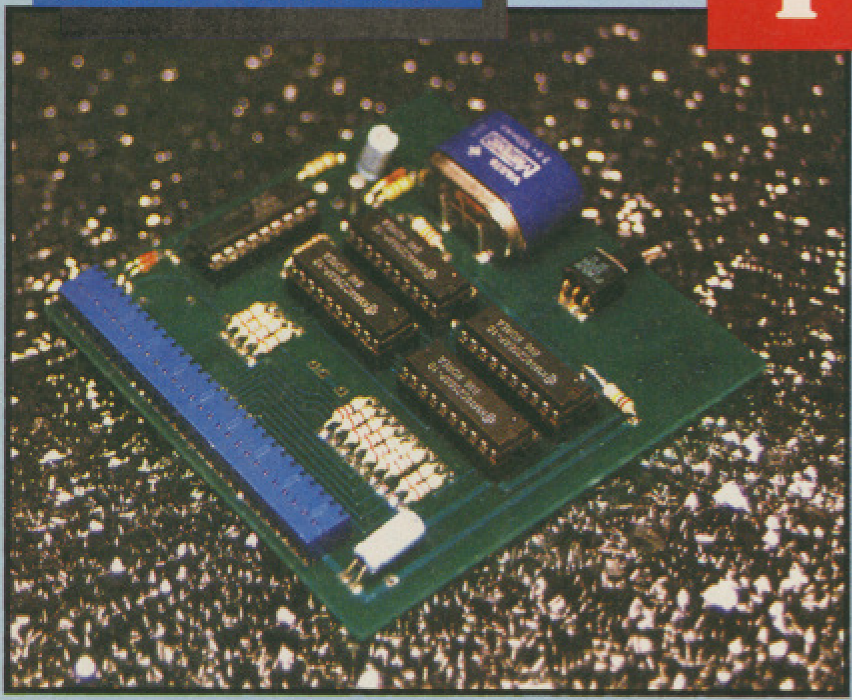
Two sources of conflict. Overrun, SSI's new tank strategy, left, and, above right, Blitzkrieg May 1940.

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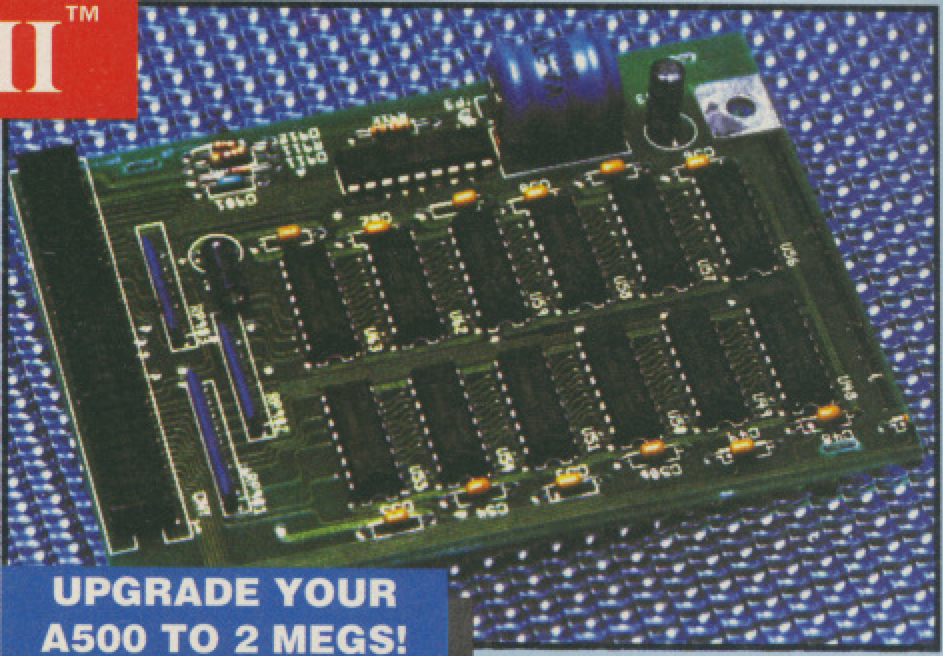
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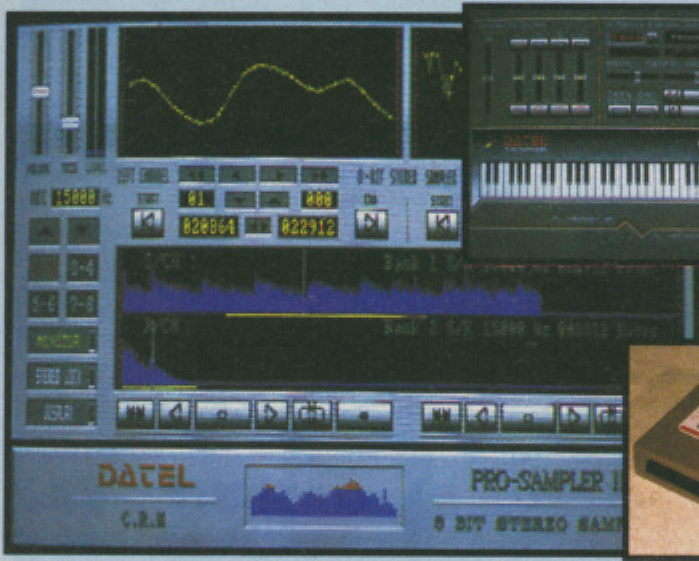
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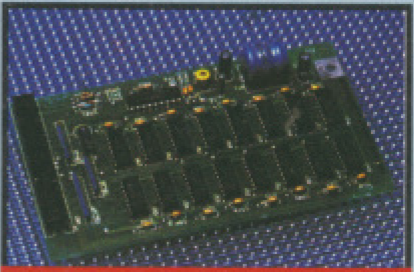
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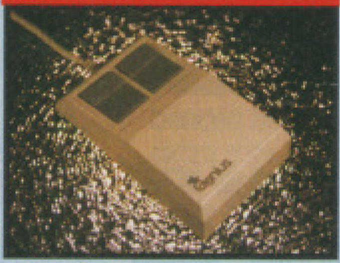


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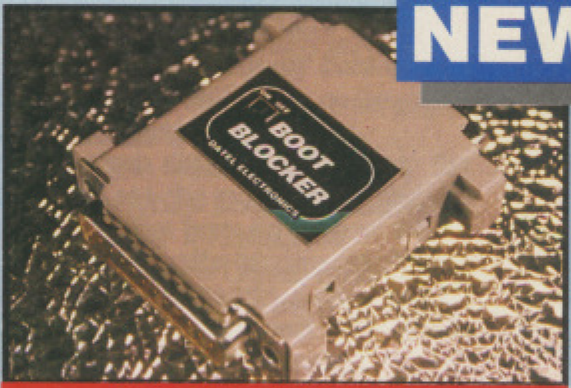
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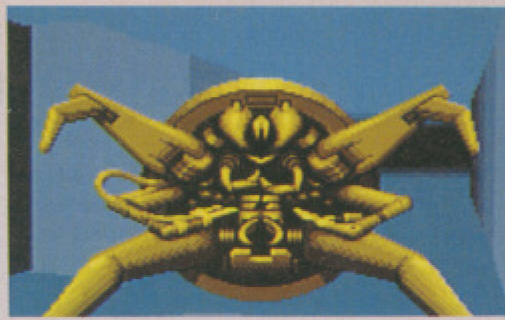
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1 Don't rush around corridors. It's better not to trigger alarms if possible. This is achieved more easily if you are careful.



Watch out for the spiders. Shoot them off the ceiling, but make sure they're dead. If they aren't, they'll attack.

CORPORATION

This top-class release is soaring up the charts. Core Design popped into CU Towers with a map and some hints



2 Shoot cameras and beam projectors at a distance.

3 If you are getting low on energy or power, don't wait until the last minute before recharging; something might attack you and you may not have the opportunity to recharge.

4 Use the jetpack, visor and backpack computer sparingly. They use power all the time they are functioning.

5 Learn to use your psychic powers. Something brings up the selection menu and applied explortation will lead you to it. Time spent researching psychic powers is time well spent.

6 The holograms aren't just pretty — examine them very carefully.

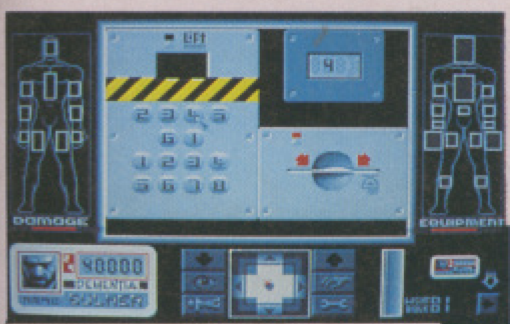
7 Be sensible. Don't use a bomb if you can't retreat far away from it.

8 Map the levels of the building carefully. Use the head up display map in your backpack computer.

9 Note, it's useful if you buy a bomb.

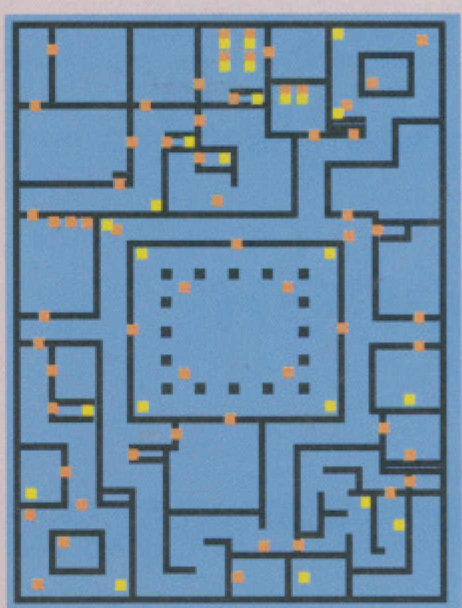
10 Don't throw a grenade in an enclosed area. It'll cause you loss of life.

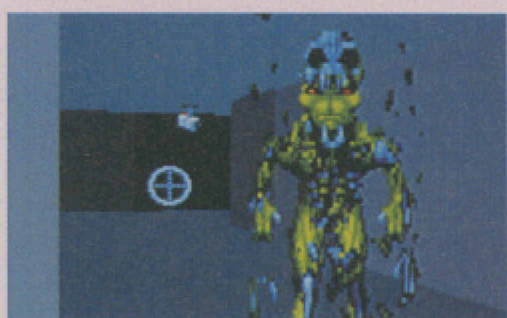
11 Decide at the outset as to whether you're going to play your role offensivley or defensivley





Many of the rooms and elevators have combination pads which have to be cracked before you can enter them. It takes time, so you'd be better off selecting the electronic lock-pick at the start of the game.







'The Green Dude', as Core Design have christened him, is one mean mother. His skeleton is pure titanium and he is almost impossible to destroy. It's probably a good idea to run like the clappers. Otherwise, keep firing and pray!

HELPLINE

ENQUIRIES

FUTURE WARS

This game has really left me behind. How do I rescue the King's daughter? The only place left to go is the monastery. I'm really stuck. Please, can somebody help me?
Matt Morgan, C1

AFTERBURNER

Can somebody please give me a poke for infinite lives on *Afterburner* as I'm experiencing difficulties escaping from missiles that home in on you.
Patrick Gibson, C2

BLOOD MONEY

Has anyone got a poke or hack for *Blood Money* by Psygnosis? This is my favourite game but boy is it hard!
Colin Mower, C3

SHADOW OF THE BEAST

I've got a problem with the cheat for *Shadow of The Beast.* I'm not sure what the last title screen is (where you have hold the joystick and mouse buttons down. Is it the screen that's the same as the box artwork?
Robert Pearce, C4

SPACE HARRIER 2

I really need some help on this game. I can only complete round five and never get to confront Dark Harrier. Infinite lives etc. would be great.
Richard Pepperell, C5

OPERATION WOLF

I have recently bought the game *Operation Wolf,* and I'm having problems getting past the second level. Please could you send a cheat or poke for infinite ammo or energy. I need a cheat or I'm going to cry!
Gregory Taylor, C6

NEBULUS

Could someone please help me with *Nebulus?* I can only get on to the 5th level. I desperately need a cheat or a poke to help me. I cam also having trouble with *Quartz*, I can't even get onto the second lattice.
Mark Roseberry, C7

DARKSIDE

Please could someone send me some help. I have found the red, blue and green crystals and the three letters but I can't get any further. I have also got the ECD's down to 4% so could somebody tell me where to find the last crystal.
Steven Fletcher, C8

DUNGEON MASTER

I am stuck on level six. I have found the keys in the grave rooms and have opened two glamorous looking doors. There are two passages, the one on the left is a trap. In the passage to the right a wall closes when you walk towards it. Please tell me how to stop it from closing.
Richard Spooner, C9

DEFENDERS OF THE EARTH

I am totally rubbish at this game and need a poke for infinite lives or power.
Nicholas Burke, C10

BERMUDA PROJECT

Please could somebody help me? I'm having lots of problems with *Bermuda Project.* I cannot open the hatch and the crates. I also can't find the fuel for the jeep. I've found the lighter, a key, a packet of cigarettes, a shovel, a bucket a canteen and a radio.
Gerbert Nuijen, C11

STAR TREK (PD VERSION)

I have two small problems with Tobias Richter's version of *Star Trek:* how do I score hits with photon torpedoes? By the time they arrive at their target the ship has moved on. Also, how do I get the shuttle out of the hanger? All I can do is crash into the wall. And Trekkies out here that can help?
R M J Self, C12

BUBBLE BOBBLE

Could you please tell me a poke for *Bubble Bobble,* because me and my mate always get killed on level 33.
Rimas, C13

INDIANA JONES III

I have been playing this adventure for months and just can't find out how to get past all the guards in the castle. I'll be happy if somebody can help me.
Stian Myhre ,C14

PERSIAN GULF INFERNO

Could somebody give me a cheat so that I won't die?
John Rennie, C15

SHADOW WARRIORS

I have been playing *Shadow Warriors* for some time now. I can reach the stream on level four but keep falling in. Is there a cheat so that I can skip this level. Infinite lives would be nice too.
Robert Pearse, C16

POLICE QUEST II

When I am in the police office I can't open my locker. Where can I find the combination or - even better - what's the combination? Also I can't find my gun so Jessie kills me every time at Cotton Cove. Please help.
Juo Bos, C17

IKARI WARRIORS

I would appreciate a poke for infinite lives. I can get about half way then do something dumb - like walk into a mine.
Patrick Gibson, C18

BARD'S TALE 2

I cannot enter the Destiny Store. What are the two things the mage wants to

split the rock? "Savage Words" does not work. Also I need an item to enter.]
Dave Tim, C19

BARD'S TALE I

I don't know where to find the spectre in the catacombs. Where is it? I can't find it; I cannot enter Kylearan's tower. Please help.
R.A. Vos, C20

NUCLEAR WAR

I need a cheat for *Nuclear War. I* am totally useless and have never won. I also need a cheat for *The Punisher.* I never have enough energy.
Keith Jones C21

LEISURE SUIT LARRY I

How do I win at Black Jack on the slot machine?
Keith Jones C22

TERRY'S BIG ADVENTURE

I bought *Terry 's Big Adventure* and love it. The thing is I need a cheat to because had the game about four months and I've only got to scene four. And when I die, to my amazement, I have to start at scene three all over again. Please help it's driving me mad.
Peter from Essex C23

RESPONSES

IT CAME FROM THE DESERT (A3)

It is easy. Just get a ride in the plane and fly to mine one. Then get out of the plane and walk directly down about three screens and you're there.
Mark Morrell

SHADOW OF THE BEAST (B7)

I had the same problem. Find the fire breathing dragon, punch the blue ball until it dispenses a blue fire ball. Go back up to the top and let the bad guy have it. If your disks are a recent editions the cheat mode has been taken out. Anyway try holding the left mouse button and the joystick button down at the same time while disk one loads.
Philip Brown

NINJA WARRIORS (B14)

Once the game has loaded press runstop, type in CHEDDAR and release it. You should now have infinite credits.
Nicholas Burke

ROCK 'N' ROLL (A4)

This cheat will allow you to start on any level. Start the game as usual but enter your name as Rainbow Arts. It will then show twelve noughts. For the first two digits, type in the level you wish to start on. Remember, to start on levels one to nine your should put a nought infront of these two digits. Follow this by XX. Then type in four numbers that add up to the level you require eg, for level three type in 1110 or any other four numbers that add up to three. Add another XX. Then for the last two digits, enter the level you wish to start on backwards, eg 03 becomes 30.
Christos Costa

The gold ball can destroy parts of the blue wall. Some parts of the ball are unlike the rest.
Frode Lunde

RAMBO III (B3)

Typing RENEGADE on the high score table will allow you to change levels with numbers 1, 2 and 3.
Steven Gane

CYBERNOID 2 (B10)

Type NECRONOMICON for infinite lives on the title screen.
James Forrester.

THE LAST DUEL (B12)

Start the game, pause with F9 and then hold down HELP and LEFT SHIFT and 1. Unpause , the the F keys skip levels and F8 gives you five lives.
James Forester

WARHEAD (B4)

The very first time you attack the Berserker, hit him with everything you've have, including the MDC. He will then keep following you. When SOLBASE says to take him anywhere, go to CH-010 and he will get sucked into the black hole.
James Forester

TREASURE ISLAND DIZZY (A11)

There are four valuable items which must be exchanged for the four parts of the boat. One is the bag of gold coins which must be obtained by blasting through the blocked mine. Two is the cursed treasure chest which you get by dropping the axe on the wooden bridge. You need to be holding the BIble when you pass through the grave room. Item three is the vintage brandy, found in the grave. Go to the right and drop the brass key on the piece of floor which looks like a plug. The final item is the golden egg. wearing the fireproof suit, fall down the grave and go past the room where the brandy was. Jump over the barrels, carry on right and you get to an Indiana Jones-type problem. The way to avoid getting crushed is to jump near the top of the slope - you roll down and stop just before the falling rocks. The boulder doesn't follow you, but don't go back into the room.
Anne Henderson

ROLLING THUNDER (A1)

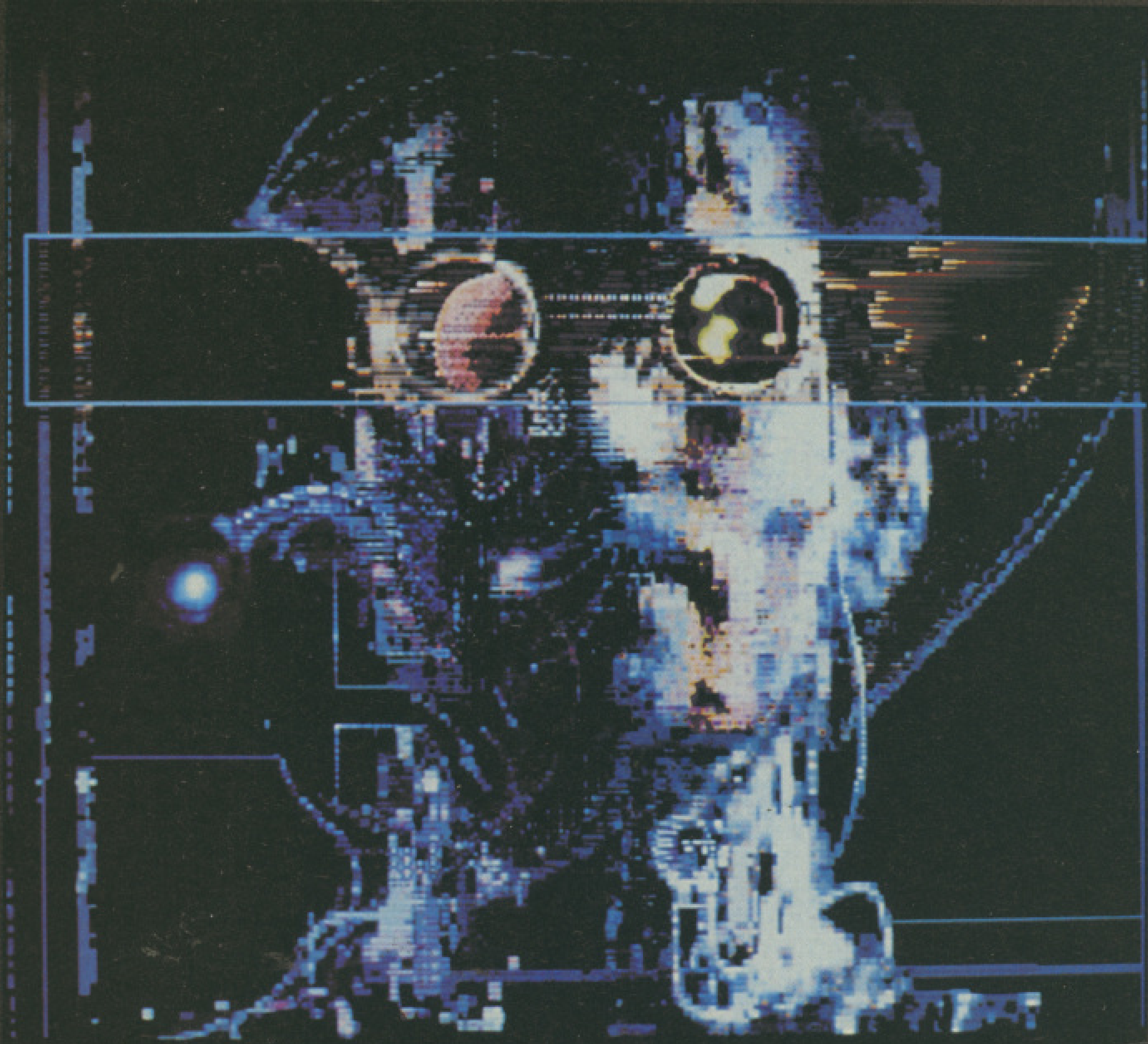
When the game has loaded you see a title screen, now type in "Jimbbby" for infinite energy.
Mark Quinlivan

HOW TO USE THE HELPLINE

IT'S EASY. Just send in your letter, marking your envelope with the appropriate code number if you are sending a response or mark it 'Enquiry' if you need some help. Post your letters to : **Play to Win Helpline, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.** If you are making an enquiry include a few lines explaining why you need a poke, cheat, help etc.

If you are replying to any of these enquiries, don't forget to mark your letter with the reference code for the person you are responding to. If you send in more than one enquiry, please put each one on a *separate* sheet of paper. If you send in a response but have an enquiry too include them on separate sheets. That way we can file everything in neat alphabetical order.

NEUROMANCER





Life as a Cyberpunk can be tough. Here with the help is Robert Dowell. So jack in and head for Cyberspace level 6.

Reference to the map and link codes will help throughout the game. Make sure that you save your position frequently otherwise it could end in disaster...

Starting in the Chatsubo Bar, go to the Pax booth and look at the BBS. Read all the messages and answer the



one from Armitage with your BAMA id number (found on the banking interlink screen). You should then find your account has swelled to 12,000 credits. Download all credits. Pay Ratz 46 creds and leave the bar. Head down town to MICROSOFTS, ask Larry about the coptalk chip, buy it and then leave.

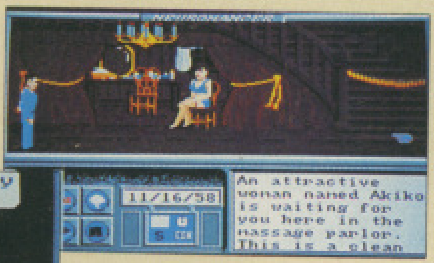
Enter Shin's pawn shop and get a deck. You're not the honest sort so choose the 'No money back later' option. He gives you the deck free and throws you out.

Walk down the street and enter the Gentleman Losers (G.L.'s). Ask Shiva about the Cryptology chip. Accept the chip from her and implant it. Then jack in and enter the link code for Cheap Hotel, use the second level password and edit the bill. Get some caviar from room service and edit the bill again. Disconnect and leave G.L.'s.

Enter the Cheap Hotel and collect your caviar and leave. Now go to Metro Holographix and ask about a joystick, buy it and take a trip to the house of Pong. Answer all questions politely and when the conversation ends give them the joystick. Collect the chips and then implant them.

Go to Edo's and swap the caviar for Comlink 2.0. Erase Comlink 1.0. Return to G.L.'s, jack in and enter the Panther Modern's link code. Download Comlink 3.0 and read the BBS.

Jack in to S.E.A. and enter the ➢





An example of text/graphics interface (Above). Time for a one-to-one withAkiko. Why don't you go and talk to here?

(Above left). People live long but life can be cheap in the world of the cyber future. Be cautious. Be wary of those who are over-friendly.



(Opposite). Do androids dream of electric pasta? Avoid the spaghetti. It's bad for you.

GENERAL TIPS: To find the first level passwords you must obtain the program Sequencer 1.0 from S.E.A. You will also find Comlink 4.0 at the same time. To use this program follow these instructions.

1 Operate your deck and run the most up to date Comlink software you have.
2 Now enter the link code for the Eastern Sea Board.
3 When the title screen appears acknowledging your connection, select Sequencer 1.0 from the software inventory.
4 You will now get the first level password decoded for you.

You will have to use your cryptology skill chip to decode some of the passwords which some of the people in the game have given you. Don't worry, it's not that difficult. If your cryptology skill chip cannot do it then ask around or read some of the BBS boards.

To get price reductions from Asano you should first ask him why Edo calls him a pig. He'll get on his uppers and insult Edo. Tell him you think he doesn't like Edo and that he is not your friend. Use the 'gnats eye ball' response. This gets you some wicked price reductions on equipment.

Go and see Julius Deane. Ask him what he knows about the company name and he should give you the link code. Use Sequencer 1.0 to get the first level password.

Before you go into Cyberspace, make sure that you do not have all your cash on you. This becomes apparent if you die in cyberspace. You appear in Chin's body shop and find that the fee for kickstarting your brain was the amount on your credit chip. GREAT! You don't have any money.

If you answered Armitage on the Pax BBS then avoid the lawbot outside the Matrix restaurant, until the 17th of November. If you don't, you will get arrested for some unknown crime, and 500 credits will be deducted from your bank account.

When you manage to enter the Hosaka Corporation's headquarters, and you have not given them Comlink 6.0 the game has a tendency to hang up. Follow these instructions for trouble free operation.

1 Enter the Fuji headquarters and jack in.
2 Enter the link code for Hosaka.
3 Enter the second level password and upload Comlink 6.0
4. You receive 7,500 credits.
5 Jack out and leave the Fuji HQ.
6 Enter the Hosaka HQ and receive your weekly pay.

This should give about 18,000 credits — on top of the 10,000 credits you had before. You should be rolling in the money by now so you can afford a cyberspace deck from Asano.

THE COMPETITION'S OVER AND HERE'S THE WINNER

Andreas Brehme scores the winner, World Cup Final, July 1990. MicroStyle introduce the winner, Autumn 1990.



Italia '90. Italy 1990. World Cup Soccer '90. Thanks for the memories. The world's greatest game, brought to your small screen for a month. Now it's time to stand out from the crowd and sprint onto the pitch - Where the real action happens.



Tackle hard for the ball, deep in your own half, and send an inch-perfect pass wide to the winger. As he takes on the full-back, you're sprinting down the middle, screaming for the return.

The ball swings across, high above the defence, as you stretch your legs to their limit. One bounce and you let fly with your boot as the goal looms before you, sending the ball fizzing towards the top corner...

International Soccer Challenge is viewed from the players' perspective at pitch level, giving you fast-flowing three-dimensional action that you control as you wish.

- Play in position as a goal-hungry striker, midfield general or unshakable defender, feeding off the passes of intelligent computer aided team-mates.

- Dictate the whole pattern of play, utilising teamwork to perfection by controlling all eleven men.

- Take charge of intricate set-piece moves from throw-ins, corners and free-kicks.

- Play in the World Cup Finals or as a member of the top sixteen Club sides from around the globe. International football as it is played for real.

- International Soccer Challenge. It will make Gascoigne weep with joy, get Marradonna excited, and have Hullit tearing his hair out.

AVAILABLE SOON FOR YOUR COMMODORE AMIGA, ATARI ST AND IBM PC COMPATIBLES FROM ALL GOOD SOFTWARE STORES.

INTERNATIONAL SOCCER CHALLENGE FROM MICROSTYLE - IT'S A WHOLE DIFFERENT BALL GAME !

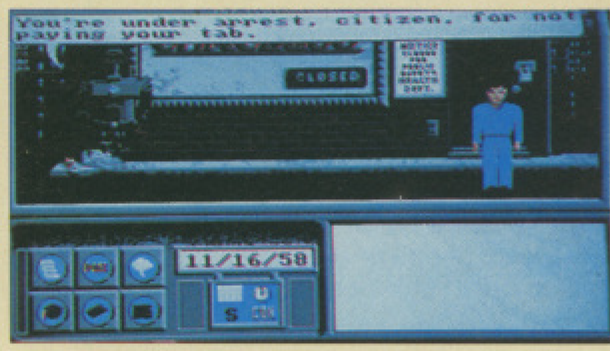
NEUROMANCER

link code followed by the password. Now download all software and upgrade your coptalk chip. Exit and erase both Comlink 2.0 and 3.0.

Jack into the Eastern Sea Board and enter the link code. Use Sequencer 1.0 (refer to general tips if unsure) to get the password. Download Comlink 5.0 and erase Comlink 4.0

Visit Julius Deane and ask him what he knows about the company Tozoku. He gives you the link code. Use this link code and Sequencer 1.0 to get in, then download Comlink 6.0.

Erase Comlink 5.0. You are now ready for CYBERSPACE. Well, you would be if you had a cyberspace deck. To get one you need cash. There are two ways of getting it quickly. Either sell your body parts or get put on the Hosaka Corporation's employment list. The latter is the better option. Shown here is a list of the companies and their first and second level passwords, which will enable you to get Comlink 6.0. To leave a bit of mystery in the game I've not given everything away so get to work and ask questions.



You've tried freeloading one time too many, mate.

NAME	MISC	LINK CODE	PASSWORD	LV	COMLINK Vr
Panther Modern	C	CHAOS	MAINLINE	1	3.0
S.E.A	C S	SOFTEN	PERMAFROST	1	4.0
Eastern Seaboard	C	EASTSEABOD	US	1	5.0
Tozoku	C	JD	US	1	6.0

C = Higher levels only available through CYBERSPACE. S = Other essential software is also there. Download it! JD = Ask Julius Deane. Refer to general hints. US = Use Sequencer 1.0.



A lesson in the future. Plug your new chip in. . . .

Here are some other link codes for you to try, with the first and second passwords, some of which are still encrypted.

NAME	LINK CODE	PASSWORD	Lv
Chiba city tactical police	KEISATSU	IMASMURF CR	1
Chiba city tactical police	KEISATSU	SNORSEKEE CR	2
Hosaka corporation	HOSAKACORP	BIOSOFT	1
Hosaka corporation	HOSAKACORP	FUNGEKI	2
Asano computers	ASANOCOMP	CUSTOMER	1
Asano computers	ASANOCOMP	PANCAKE CR	2
NASA	VOYAGER	GALILEO CR	1
FUJI ELECTRIC	FUJI	DUMBO CR	1
FUJI ELECTRIC	FUJI	ABURAKKOI CR	2
GENTLEMAN LOSER	LOSER	WILSON	1
GENTLEMAN LOSER	LOSER	LOSER	2
CHEAP HOTEL	CHEAPO	GUEST	1
CHEAP HOTEL	CHEAPO	COCKROACH	2

CR = These passwords are encrypted. Find ways in which to uncode them or get past them. Read general hints.

You should now have enough companies and passwords. When using them you should have access to most of the companies in the game.



Get out as fast as you can. You're in trouble. . . .



Inside the justice booth there's a giant image. Getting in trouble with the law can cost you a lot of money.

Keep an eye open for anything that looks out of place.

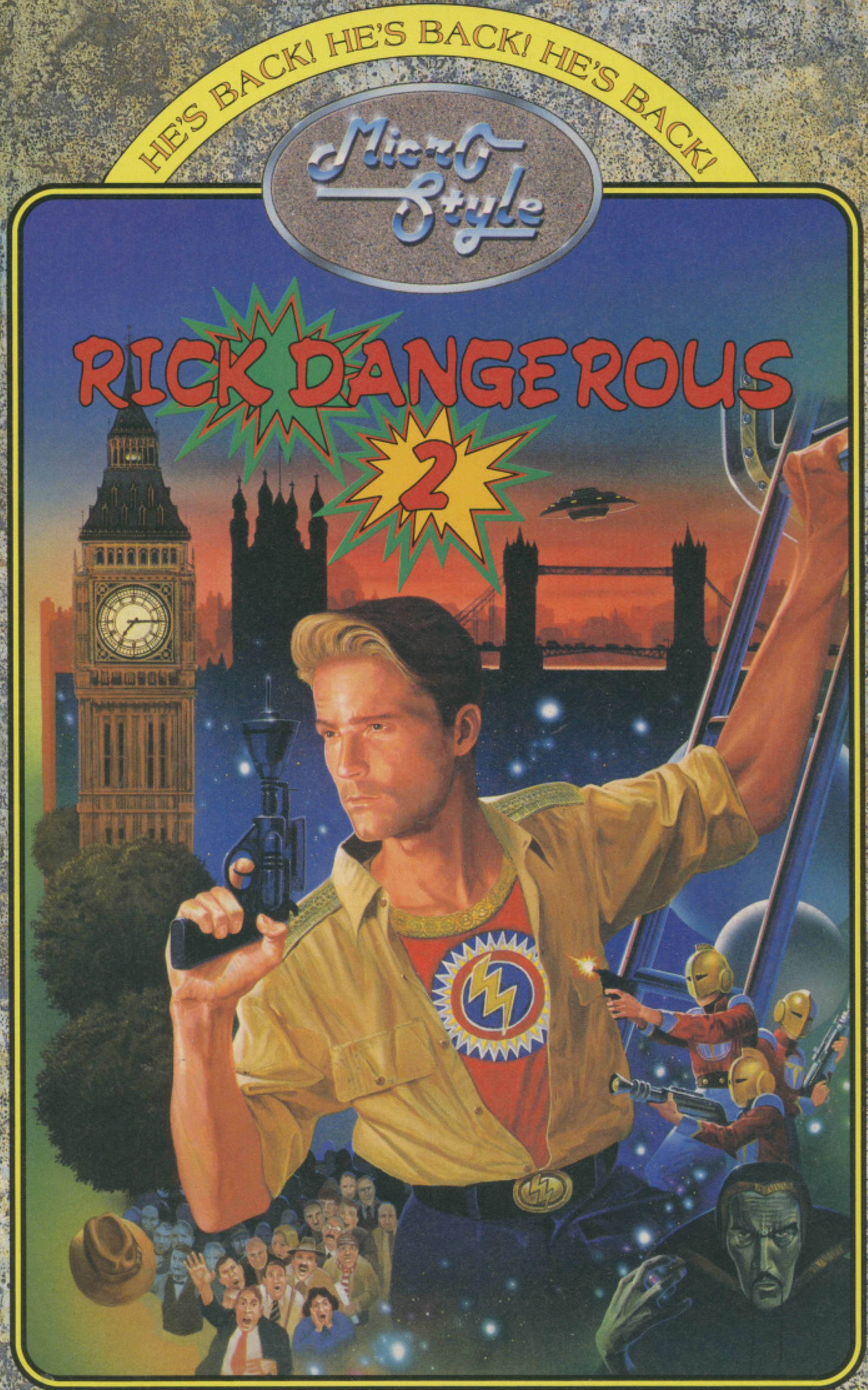
Examine everything you come across.

Always question characters you come across concerning significant events.

Try to equip yourself with a high powered deck as soon as possible.

Keep notes on what's going on. It's easy to get lost.

Remember to check on your messages at the fax booth, it pays to keep up with the news.


HE'S BACK! HE'S BACK! HE'S BACK!
MicrO Style
RICK DANGEROUS
2



F-19

Mark Patterson adjusted his HUD and flew into base with a cockpit full of hints and tips.

It's best to advance through the scenarios one by one. That's if you want to play by the book. However, if you want to cause complete mayhem, earn medals and glory, follow this example mission, a true account of a daring raid into enemy territory.

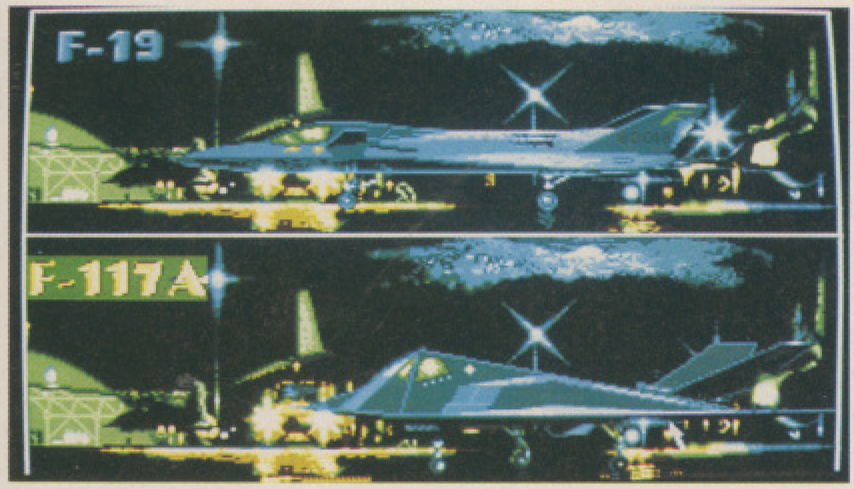
Select a strike mission in the Gulf against veteran opponents. Keep selecting new missions until you get the one where you attack the bridge followed by the oil platform. Arm your plane with two Mavericks, three Mk 82 Slicks, four AIM-9Ms and three AMRAANs. Once you're airborne fly towards your primary target (usually a bridge) at 500ft. The first thing you'll encounter is a missile boat. Once you're within 20k flick the bomb bay open and fire a Maverick, then shut the bay doors again. This should make your return flight slightly easier.

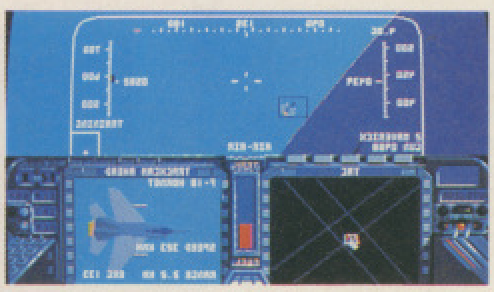
The next target to look for on radar is the SAM site which lies between you and your primary target. Lock onto the radar itself — wipe it out like you did with the boat. Keeping your altitude at 500ft fly to your next waypoint, the bridge, and destroy it with a Maverick.

Now set your HUD for air to air and do some damage. Fly at around 2000ft and use your track cam to pick out targets. Use AMRAAMs first followed by Sidewinders. If you find the opposition are reluctant to fight it might be because they can't see you. In that case open your bay doors and switch on the ECM jammers. This should give you a decent radar profile. When you run out of missiles switch to cannons, but save 500 rounds. When your fuel drops to 4,500 it's time to leave.

Head towards your second from last waypoint, the oil rig, and take it out with a Maverick. Tankers float around the platform. They're very easily damaged by your cannons. When you're down to 1,500 gallons of gas take off for home.

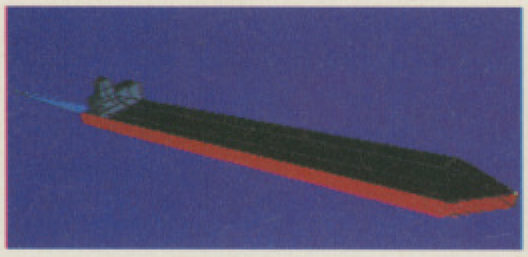
The easiest way to land your plane is to first fly over the runway, then loop round and use your track cam to line the ➤





Always attempt to shoot the enemy down at range. Dogfighting isn't easy.

F-19

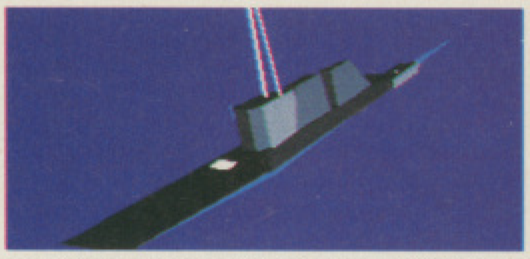


Destroying all tankers is an easy way of clocking up the kills.

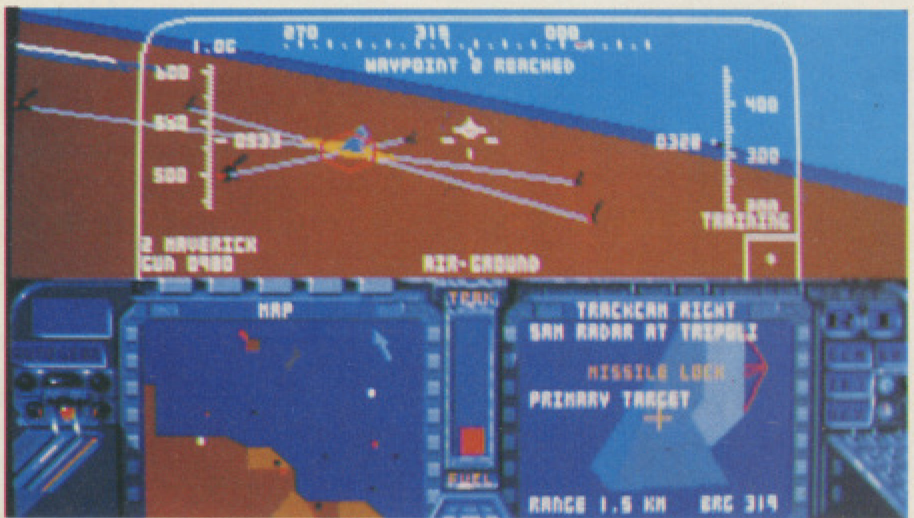
runway up with your plane. Finally, use your ILS on the final approach and you're home free.

In general it's best to plan missions to take out enemy SAM sites with ALARM or Mavericks to give you more time to engage other targets and planes, as well as allowing a safe ride home.

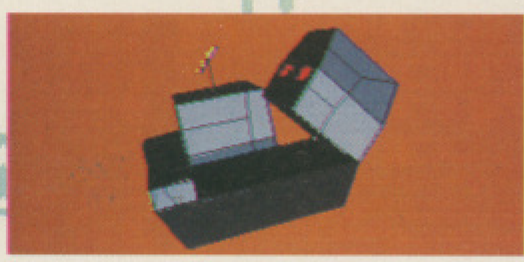
Though the F-117A is not designed for air-to-air combat you're going to end up engaging a few wings of interceptors. Here's the CU guide to the best of the bad guy's courtesy of Wing Co., Tom 'Duffy' Glenister.



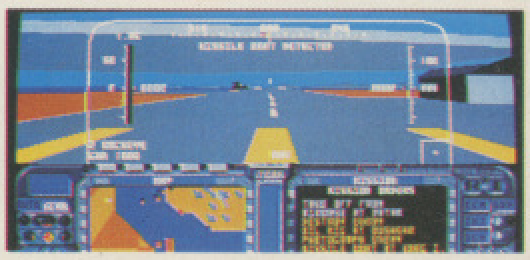
Missile boats are easy to despose of and rarely pose a great threat. Use Mavericks — they're a very effective means of destruction.



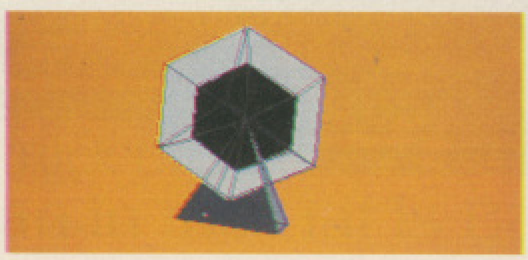
Destroying the radar renders a SAM site useless.



Rockets and their launchers are your greatest threat. Don't be frightened to use chaff, flares and decoys to cover your escape.



Landing isn't as hard as it looks. Fly over the runway and use your track camera to line up. Flaps are essential for a soft landing.



Your decoys will buy you up to sixty seconds respite from the all-seeing radar eye. But if it gets a lock on your plane, you'd better get out fast

F4-E: Old fashioned avionics means it has difficulty engaging a Stealth fighter; it shouldn't pose too many problems.

MiG 29: Designed to out-fight the American F -15. Highly manoeuvrable, superb pilot vision. Weaker avionics than the F-117A. Best tactics are to approach with maximum stealth, then sweep up and strike. Be prepared to use jammers as it comes with a sophisticated infra red detector and look down-shoot down radar.

MiG 31: A tarted up MiG 25, flies like a supersonic brick. Just turn, look out the window and watch him fly past. There's not much he can do, and he'll now be giving off a good infra red signal for your Sidewinders to get a lock-on.

SU 24: Soviet copy of the F-111. A very capable air craft. Fast at low altitude, though it's not designed for air-to-air combat, so it doesn't want to mix it up. 2000ft. It's more inclined to go after ground targets. Utilise your stealth ability to catch it off guard.

SU 27: Air superiority fighter. Designed to outfight everything it meets. It can out match you in every respect. The best the Soviets can produce. Armed with look down-shoot down radar, so it might spot you at low altitude, but it was designed before the Soviets knew they would be looking for an aircraft with multi-faceted design covered in RAM. If any plane can avoid detection by the SU 27, you're sitting in it.


A man with great taste in suits.

SMASH TV

Williams is a legendary name in the annals of computer video games. Why? Because they're the company that released the greatest game in the history of the world - *Defender*. That was back in 1983. However, time moves on and now, although *Defender* was a monster hit, the few games Williams have released since then weren't quite up to the same standard. The company quickly went back to manufacturing great pinball machines - like *Comet*, *Taxi* and *Jokerz*.

They returned to the fold about a year ago, with a graphically spectacular, but very ordinary game, *NARC*, which had you shooting the hell out of drug pushers. Their follow up game is now in the arcades and is based on another addictive theme – game shows.

In actual fact, *Smash TV* is heavily based on another Williams oldie, *Robotron*, although you'd have had to have been a five star headbanger to be any good at it.

The scam is that in the near future, game shows are still popular on TV, only they've got a bit more violent. Make that a lot more violent. You, or you plus a friend, get locked in a room (shown in top down view). Then from doors in the walls out come gangs of baseball bat bearing boot boys who have a single aim in life: to beat the hell out of you.

Characters are controlled by two joysticks - yes, *two*. One controls the direction your character moves in, the other the direction of fire. Therefore you can be running away from the hoards of bovver boys and yet still be spraying them with lead.

In the meantime you have to pick up as many credits as possible (they are scattered on the floor), collect prizes (these are announced with big wobbly samples) and, from time to time, get extra weapons that are more effective at blowing the opposition away.

When you finish the level it's on to another, finally meeting Mutoid Man, who makes everyone else you've met in the game look like Mavis from Coronation Street.

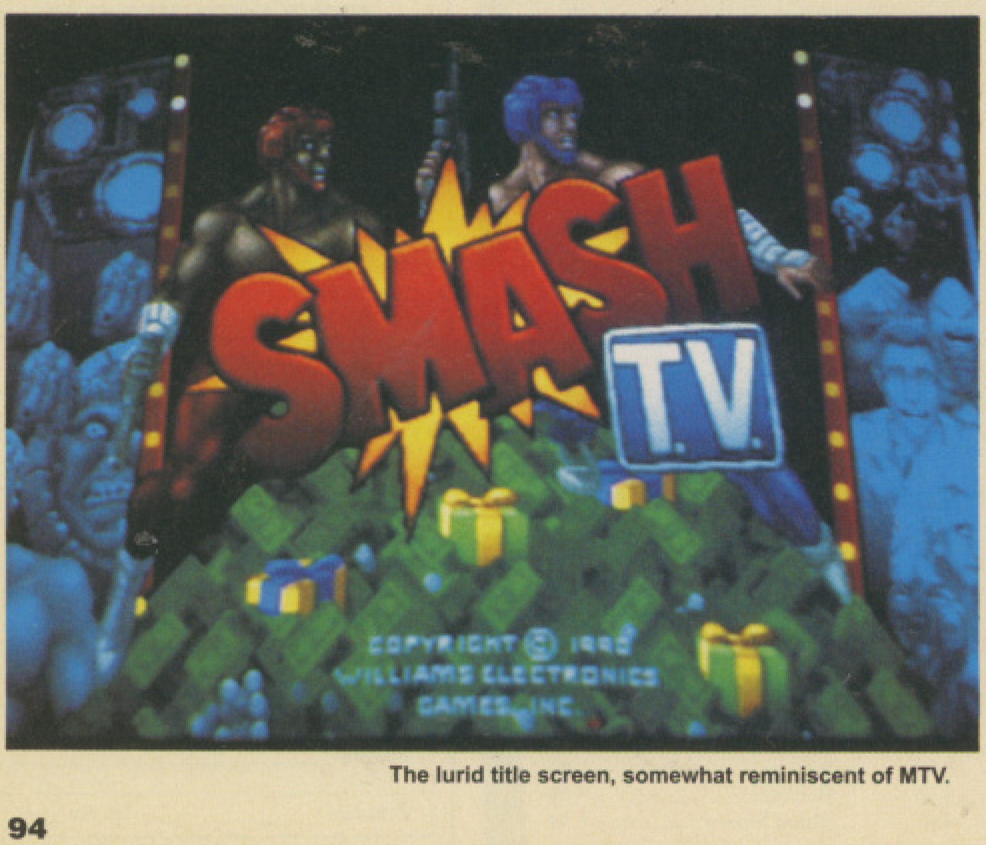
Smash TV is a game with a body count higher than *Total Recall* and *Terminator* put together. But it's fast, funny, exhilarating, colourful, slick and a lot better than staying in to watch The Price is Right.

John Cook

WILLIAMS

"Hard-hitting baseball bat beat em up game"

SOUND	91%
GRAPHICS	94%
PLAYABILITY	95%
CONVERTABILITY	87%
OVERALL	**92%**



The lurid title screen, somewhat reminiscent of MTV.





Get ready for batting practice. (*Above*)

Mutoid Man's even uglier than Mark Patterson. (*Impossible! – Ed*)

HYDRA



Many companies have an established game style. Atari Games don't. They seem to release an exceptionally varied bunch of games. I mean, there's not much in common between *Escape from the Planet of the Robot Monsters*, *Hard Drivin'* and *Klax*, is there?

So now we have *Hydra*, using yet another graphic style that we haven't seen before - but surely that gameplay is familiar? Yup, we're talking *Roadblasters III* here.

Roadblasters III? That's right. First there was good old *Road-blasters*. Then - as exclusively revealed to me by an Atari programmer in Las Vegas last year - *S.T.U.N. Runner*, which was at one time going to be called *Roadblasters II*. And now this baby, that uses a similar control yoke as the other two.



The Shadow is your most fearsome adversary. (*Above*)

Tap a button to boost your craft into the air. (*Below*)



You're not controlling a car or a space ship, but a hydrofoil/speedboat hybrid that zooms along rivers in a post holocaust world where there are a lot of terrorists on the loose. Instead of using Red Star to send ultra top secret papers, lethal viruses and the Crown Jewels, governments come to you and your boat.

You dash around delivering these things and the bad guys get to take a pop at you. This is all very fast. From time to time you can also boost into the air and slowly glide down to earth. This manoeuvre is attempted to avoid heavy enemy fire and to pick up extra fuel bits, suspended in the sky.

Despite some excellent graphics, however, *Hydra* fails to grab you where it hurts (and counts) and, although on an intellectual level you have to admit it's not a bad game, you don't find yourself coming back for more.

John Cook

ATARI

" Post holocaust SEU that fails to impress. "

SOUND	85%
GRAPHICS	79%
PLAYABILITY	70%
CONVERTABILITY	75%
OVERALL	**76%**



RACING HERO

Sega are acknowledged masters of sprite manipulation. You name what can be done with a sprite and they do it, faster and smoother than anyone else. You just have to look at recent masterpieces like *G-Loc* to realise that.

A couple of years back, they released a game called *Super Hang-On* – a motorbike racing game which was very competently done. Now, using the same technology utilised in *Super Monaco Grand Prix*, Sega bring us a new, motorbike game, *Racing Hero*.

It's the usual behind the bike view, using handle bars as game controllers. Nothing particularly complicated about that. There's no qualifying, the gearbox is automatic and it's a road track rather than a track circuit, so you come up against VW's, huge lorries, etc, as well as other bikes that all try to get in the way as you zoom past.

The track has certainly got enough bends in it and your guy is nicely animated as you lean into each bend. On the latest bike game from Taito, *World Grand Prix*, when you lean around a corner, the world leans with you. The horizon becomes diagonal along with everything else. That's how it really feels when you corner on a bike. *Racing Hero* keeps the horizon level - like in *Out Run*.

Despite being fast and fun, the usual Sega edge seems to be missing from this one. Many people will like it - but if you want to feel a bit more like you're controlling a monster mean machine, try *WGP*.

John Cook

SEGA

" Bike game without the usual Sega pedigree. "

SOUND	86%
GRAPHICS	78%
PLAYABILITY	75%
CONVERTABILITY	85%
OVERALL	**78%**



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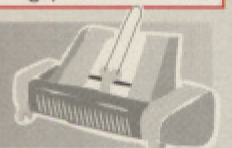
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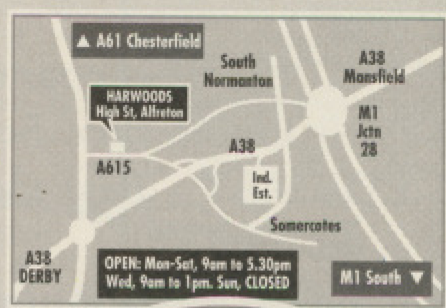
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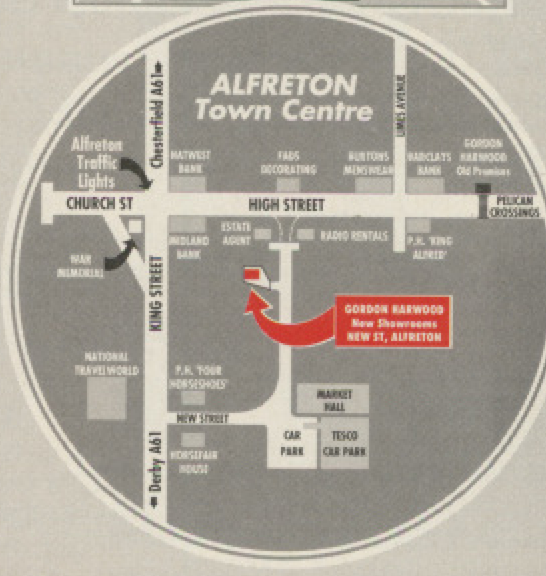
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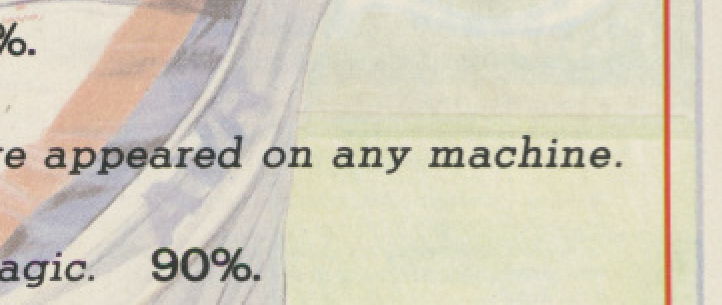
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Until recently the computer technology needed to run cyberspace programs has been confined to NASA laboratories research and development companies on the USA's West Coast. But as Mark Heley reports, all of this is changing...

AMIGA IN CYBERSPACE

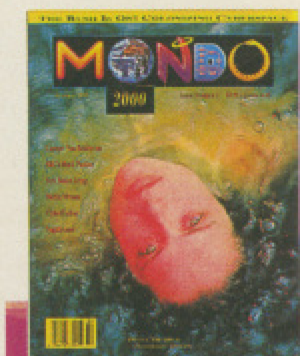
The ultimate gaming experience, cyberspace links any wearer directly with a computer generated world through the use of a video headset and a bodysuit covered with fibreoptic links that act as remote computer sensors. As the cybernaut navigates through the virtual world, the computer then provides him with a constant real time update.

However, the American software company Sense8 have, this month, released a Virtual reality program, Worldtool, which puts a cyberspace system into the £30,000 bracket. An enormous amount of money for any home computer user, but significantly only a fifth of the cost of its cheapest predecessor. Running on the ultra-fast American workstation, the Sparc, Worldtool will be a commercially affordable tool that allows professionals to create their designs and drawings in a virtual reality, bringing them to life, so that they can then walk around them and experience their representations as they will actually be created.

Remarkably Sense8's cyberspace system was developed using the Amiga. Two Amigas were linked with an expanded motherboard and set to produce slightly different graphic displays for Sense8's split screen stereo viewing device. The signals from each Amiga were then fed through to a pair of 3" Sony Trinitron monitors which were mounted in a headset at angles designed to give the wearer a stereoscopic field of vision, with near real time update as the cybernaut moved around. "We chose the Amiga because of its ability to create polygons fast," says Sense8's chief scientist Patrice Gelbrand. "In creating virtual worlds, a computer's processor speed and graphics capabilities are much more important than data storage, so the Amiga provided a cheap and versatile experimental tool".

The Amigas toured the Computer and Graphics exhibitions in the US showing how cyberspace environments could be created with only basic equipment, but Sense8 have no immediate plans to develop a commercial system for the machine. "It just wouldn't prove practical for the unexpanded Amiga, but we've been most impressed with the capabilities of the Amiga 3000." There has already been speculation that the Amiga 3000 could be used as the core of a basic virtual reality system. Most importantly the cost of vital peripherals needed to set up a system are falling. Sense8's Worldtool will even work with Mattel's new Powerglove, which allows the user to reach out — and into — computer generated worlds. Retailing for around £100, the Powerglove is just a twentieth of the cost of any other "dataglove".

Cyberspace systems will be home fixtures by the turn of the century, according to the American magazine Mondo 2000. Whoever wins the battle to integrate video music and text on CD — where Commodore's CDTV and Philip's CDI are about to slug it out, may also clean-up in the exciting prospect of domestic cyberspace. Either way, be [illegible]ed to jack into whole new worlds of [illegible] experience.





Controlling the future. Could CDTV lead to consumer priced virtual systems?

For further information on virtual reality, imports of the 180-page new issue of Mondo 2000 is available mail order from Evolutionary Agents, 49 Coventry Cross, Gillender Street, Bromley-By-Bow, LONDON E3 3JS for £6 including postage.

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CRACKING DOWN ON HACKING

US Government officials recently closed down a "subversive" university bulletin board which actively promoted hacking into corporate computer networks.

Based at the University of Missouri, the Phrack (Phone-Freak Hacking) electro-fanzine said: "There's no thrill quite the same as getting into your first system."

Phrack even adopted a hackers' code of ethics: "Do not intentionally damage any system or alter any files other than ones you need to ensure your escape. Don't be afraid to be paranoid. Remember, you are breaking the law."

Agents from the Secret Service — who enforce computer crime laws in the States — closed down this hackers helpline after receiving a tip-off from a "concerned computer citizen."

MIND FUSION

An American company is offering a "Millionaire's Mind Transplant" to suckers who think they can buy brains. And all from a 28 minute tape.

Here's the pitch. "Astounding Mind Mapping Technology infuses your subconscious with the 21 success traits of a self-made millionaire." And there's more. "Boost your brain power with the free Brain Supercharger Bonus."

The Brain Supercharger (Ultra Success Conditioning Kit) is hailed as a "scientific breakthrough in neurological conditioning."

It works, we think, by allegedly integrating "waves" from left and right hemispheres of the brain. A "window" then opens directly into the subconscious "where success conditioning is permanently anchored into your psyche using our unique mindscripting process. You experience ultra-relaxation and a euphoric mind-state similar to making love, " say the makers of this brain machine.

Unbelievable? It's claimed this mindstate triggers the brain to release natural opiates two hundred times more powerful than morphine.

"After only 28 minutes of listening to this tape you'll feel like soaring with eagles," says the company.

The Millionaire's Mind system uses a super powerful new technology called Mind Mapping which, it is claimed, fuses the "21 success traits of a self-made millionaire onto your brain cells."

Side A of the tape uses sound to "stimulate the optimum brain chemistry and then map new memories and beliefs about success and wealth." Side B acts as a triggering tool to "activate these new attitudes and bring about the appropriate high achievement behaviour. With the proper 'winning feelings' and 'success habits' permanently tattooed onto your brain cells you cannot help but become a virtual success machine."

We can remember it for you wholesale. Although we on CU believe in the principle of mind fusion, we don't think you'll see it properly in practise until well into the next century.

If, in the meantime, you're the type of punter who responds to the get-thin-quick diet plans advertised in the back of downmarket Sunday newspapers, contact Zygon on (0101) 206 3914595.

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Are you having trouble controlling all the Audio Visual gear in your automobile? Sony has the solution. Its Car AV Centre is a control panel for all AV equipment: cassette deck, radio, CD-player, TV, video recorder, etc.

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ATTACK OF THE KILLER SPACE TOMATOES

NASA has plucked the Long Duration Exposure Facility from its decaying orbit to plunder 12.5 million tomato seeds. The reason? These seeds have been exposed to cosmic radiation for nearly six years, and the space scientists want to discover the harm this has done to the humble tomato. Have the tomatoes turned into horrible mutations? Will

WRITE-ON TILL 2015

Could this be the birth of the genuine, mass market, interactive computer? This Dutch-made glass disk from Philips and Du Pont Optical (PDO) is guaranteed for unlimited rewrites till 2015.

"The 25 year continuous usage guarantee is 2.5 times longer than that for other rewritable optical disks, and fifty times longer than the guaranteed lives of magnetic removable cartridges," says PDO.

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"Glass is physically stronger and more durable than polycarbonate; it can carry vast quantities of crucial data," says PDO. "The disk starts out flatter and stays that way longer, so nothing distorts its writing or reading performance."

The 5.25" 650Mb PDO MO disk can run on Sony, Maxtor and Ricoh drives.





irradiated fluorescent green tomatoes take control of the world's salad bowls? Tune in next week...

But seriously, NASA has given the tomato seeds to some five million American school students to see how the radiation contamination will change the faithful tomato. For instance, when the seeds of a white grapefruit are irradiated you get a more chic pink model.

Understanding how our food supply is affected by cosmic radiation is crucial if we are to mount long-term space expeditions to the Moon and Mars. Space Tomatoes, coming to a salad near you soon!



ART ASSIGNATION

Edgar Allen Poe's *The Assignation* has been adapted into an award-winning piece of computer art.

Winner of the 12th Tokyo Video Festival — sponsored by JVC — The Assignation animation by George Snow combines "the mystical literature of Poe's work with the intricacies of computer graphics."

"George Snow's present day work is progressive and often contentious," states JVC. "Primarily involved with the production of video, his aim to continuously test the limitations of art led him to computers in 1982.

"Since that time the medium has influenced his work considerably and he sees it as an integral part of modern film making."

Snow previously worked on pop promos for Howard Jones and the Art of Noise. In the 70s he worked for the underground press and was a photographer in trouble-torn Northern Ireland.

JVC waxes lyrical about the video. "Filmed in Venice with a backdrop of imposing pyramids, The Assignation video is an atmospheric collage of drama and computer special effects, resulting in a barrage of the senses and a confusion of colour and sound.

"Snow's innovative interpretation of The Assignation dramatically conveys the Gothic mystery of Poe's stories, suitably enforcing the macabre, magical quality of the writers work. The central character, the Stranger, is portrayed by Edward Tudor-Pole and the voice of the narrator is performed by Holger Hiller who slides over Poe's rhythmic dialogue creating a lyrical complement to the visual."

JVC is a video veteran. It invented the phenomenally popular VHS and S-VHS video formats. By sponsoring the Tokyo Video Festival, JVC hopes to "encourage the artistic talents of amateurs and professionals alike, explore new fields, and provide a forum for the exchange of ideas."

HERE COMES HDTV

Symbolics, a professional computer graphics company, was awarded The Prix De La Critique — coveted media award — at Imagina Conference '90, for its high definition television (HDTV) computer animation production, The Little Death.

HDTV is the next generation of television display systems, offering life-like picture quality and range of colour. The TV of the 21st century has been pioneered in Japan by NHK, the Japanese equivalent of the BBC.

The Little Death, which beat 400 other film show entries, is describes as a "visual poem."

The techniques used in the film "allow animators to represent organic movement and the behaviour of groups of objects based on selected rules," says Symbolics.

The Little Death is three minutes in length, making it the longest piece of computer animation in HDTV format. The piece was converted to 35mm film in Japan using Sony's Electron Beam Recorder. The Little Death was created by Symbolic's graphics specialists using the latest version of its paint and animation software.





LASSIE GETS DIGITAL



Lassie, the world's most famous and faithful collie, is about to enter the high-tech world of personal computing.

During the next series of the American Saturday morning TV show, The New Lassie, actor Timmy Rettig (who played the character Jeff Miller in the Lassie TV show 36 years ago) will teach Lassie to use a personal computer. These new skills will, of course, be put to good use saving yet another stupid human later in the series. Or will Lassie become a computer hacker, breaking into the kennel security system to rescue his bitch?

The New Lassie should be on your TV screen sometime next year. Who said it was a dogs life?

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Aegis Sonix	produce music scores using MIDI-patching or score notation – will require two drives	£64.95	10	35	£36.71
AMAS	full feature 8-bit stereo audio digitiser with MIDI interface – accepts mono/stereo inputs	£99.95	15	35	£56.49
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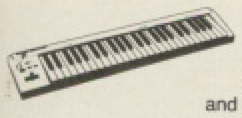


Techno-fear take some strange forms, none stranger than the fear of asking a shop assistant what connecting cables are needed and how to hook them up. This starter package puts paid to that one.

Inside the box is everything you need to make music on your computer:
A Roland CM-32L Sound Module — your orchestra
Dr T's Tiger Cub sequencer software — your composer
Dr T's Copyist Apprentice software — your scorewriter
and most importantly it includes all the cables required to get the sytem working and easy instructions on getting started. **Package value: £547 rrp. Package price: £469 rrp.**

Roland DESK TOP MUSIC SYSTEM

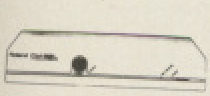
PC-200 MIDI CONTROLLER



A compact 49-note keyboard to suit your computer music setup. Touch-sensitive keys, pitch-bend/modulation (vibrato) lever and MIDI control features like 16 transmit channels, 128 program changes and a Data entry slider for adjusting volume and stereo imaging. And if you need a few more keys to complete your latest hit a shift function effectively turns the PC-200 into a six octave keyboard. **Price: £175 rrp.**

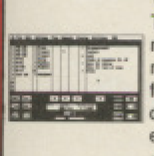
Roland DESK TOP MUSIC SYSTEM

CM-32L — AN ORCHESTRA AT YOUR FINGERTIPS



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TIGER CUB/COPYIST APPRENTICE SOFTWARE



Tiger Cub turns your computer into a recording studio, complete with 12-channel mixing desk, effects routing and editing suite. Simple and logical screens and menus make it easy to use for the complete beginner; powerful control features make it ideal for the professional. Copyist Apprentice lets you print out and edit your music — even done to altering individual drumbeats — and alternative icon screens mean you don't even have to read music. **Price: £178 rrp.**

Roland DESK TOP MUSIC SYSTEM

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GRAPHICS DIY

CU have teamed up with *Populous* & *Powermonger* programmers, Bullfrog, to put together one of the most authoritative and detailed DIY graphics features yet to appear on the Amiga.

Over the next four issues, Bullfrog will be explaining the finer points of animation and showing you how to draw and animate a specific sequence. This will be based on the opening scenes from the sci-fi classic, 2001: A Space Odyssey and the reader who comes up with the best intro will be featured on the CU Cover Disk.

In the first instalment, beginning next issue, Bullfrog will show you how to work from a storyboard and give valuable advice on how to construct the sequence. They'll show you exactly how the professionals work and how a piece of animation is put together. In subsequent issues they'll be giving easy-to-follow instructions on how to construct the demo and will be explaining exactly what you are doing and why.

The demo will be put together using *D-Paint III*, the comprehensive graphics tool that is accepted as a benchmark for quality by graphic artists and programmers alike. You'll need a one meg Amiga and the finished demo will last approximately 30 seconds and take up 100k of memory.

The sequence will show a group of apes gathered around a fire at the bottom of the cliff. One of the apes picks up a large bone and throws it into the air. The bone twirls around for a moment before transforming into – not a spacestation – but a large granite block with the words CU emblazoned on it.

Although Bullfrog will supply the basic skeleton of the game, it's up to you to supply the finishing touches. Watch out for the first instalment in our November issue.



Powermonger, Bullfrog's latest title, is a good example of the quality of graphics that the Amiga is capable of producing





You too could soon be creating animations of this quality

MUSIC DIY

Programmer, Martin Walker says an old tin tray can make a great Amiga sample. First in a regular series

Have you ever wondered where all those sound effects come from which turn a good game into a real experience? They don't fall off trees, you know. Not unless you happen to to be lying underneath with a microphone in your hands!

The truth is there are a tiny band of dedicated musicians and programmers who do more with their samplers than having an odd hour of "play" like everybody else. And there is a world of difference between that and producing sounds worthy enough to be included in the next megablockbuster.

The biggest ingredient in a "good" sample is not hard work but imagination. There are so many ways to get interesting sounds if you can keep an open mind.

For instance, a Amiga karate game needed a gong sound. Instead of panicking and watching dozens of martial arts videos waiting for the right noise without getting a grunt on top, a trip into the kitchen provided the programmer with an old tin tray which sounded perfect when sampled and then slowed done.

But don't think sampling off tape is always the easiest solution. Recently I got a tape of effects recorded directly from an arcade machine for use in several 16-bit game conversions I was working on. Although they sounded clean, there was always a whistle in the background every time I sampled any of them, although I couldn't hear anything on tape. It turned out there was a clock oscillator high enough just to be inaudible on the tape but, together with the sampling frequency, produced an audible and very annoying by-product. Removing it proved very time consuming.

Normally there is a big constraint on memory when working on commercial products. The easiest way to put the squeeze on a sampler is to lower the playback rate. Unfortunately, this tends to make hi-fi quality effects sound as if they were coming down a telephone line. But if the programmer asures you there is only 10K left, then there is not often a lot of choice.

It is useful to remember sounds containing a lot of noise — wind, explosions, heavy metal guitar, some drums — can run at much slower rates before you notice as much grunge in the final version.

More pure sounds, such as choirs and oboes, crack-up pretty quickly by comparison. Save your memory and higher sampling rates for these.

If you are using a music package to play them back you can do the same thing by using lower notes for things such as drums. Recording a sound at half the playback rate and then playing it back an octave lower, results in the same sound but uses half as much memory.

The other option is to loop part of the sample — like a needle on a record — so the sound seems to last longer, therefore using less memory.

But the art of finding a loop point is to get it so there isn't a click at all, and nobody notices what is happening. This involves a lot of practice but, most of all, good sampler software.

Although real-time echo and the ability to play a sample backwards may seem incredibly useful, when you choose a package all the bells and whistles in the world will not help eradicate that annoying little glitch. Look for flexibility in the looping department, instead. The easiest software to use tends to show both "ends" of the loop joined together so you can see how they match up.

A typical example of looping is the explosion. A big one can last for 10 or more seconds. First there is the main "bang" and then the rumbles as the reverberations slowly die away. By looping the rumbles carefully you can get a far more effective sound than by cutting it off abruptly. And it uses anything up to a tenth of the memory.

Commercial samplers "up" the quality of breaking down the sound into ever smaller chunks enabling to faithfully reproduction of the tiniest nuances of the original waveform.

State of the art machines like the Roland S770 can cost £5000, which makes the best Amiga sound effects seem even better value for money. If you want to improve the sound quality of your Amiga, do take the time to connect it up to the hi-fi. It really makes a huge diference, and is well worth the cost of the extra lead if you haven't already got one. After all, you cannot expect miracles from the 2.5 inch speaker in your monitor, can you?



Take a trip to the kitchen for an old tin tray. . .



. . .then sample the noise of it being bashed. . .



. . .around your head, or by your fisticuffs. . .



Hey presto! A few tweaks later, an oriental gong



But don't think all samples are this straightforwar



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Want to program your own games? Need to turn your Amiga into an "animation machine"? Chris Durham is here with technical advice for the fun-loving enthusiast.

AIR CRASH

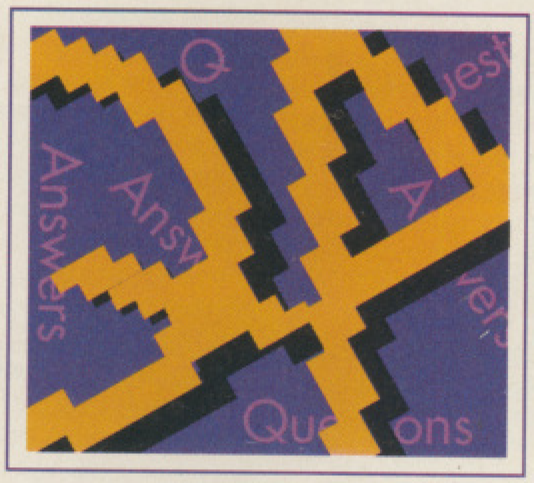
Why does my *Retaliator* game keep on crashing? And I'm not talking about the aircraft. To say that I have had trouble with *Retaliator* would win the prize for understatement of the year. I bought the game about 2 weeks ago (but by the time this letter reaches you it will be more like 2 years!). Having had the game replaced several times, I have seen two versions. One version crashes on mission Charlie in the Middle-East. The versions have different MFDs and different rear views. My FSW carries over 11,000 lbs even though the manual sets the limit at 9000. Sometimes on missile view my missiles go straight through the ground! Could someone from Ocean please explain? That said, I think it is a spectacular shoot 'em up flight sim, with stunning vector graphics and remarkable gameplay. I would also like to thank Glyn Williams for *Warhead*, easily one of the best games ever seen on the Amiga. Is there any news of when the sequel is coming?

Is there any progam which can be used to incorporate a Soundtracker module with a D-Paint or Fantavision graphic? One other thing I'd like to see in CU is a list of a game's weaknesses. It would also be good if several reviewers could discuss and agree on the mark for a game, because everyone has different tastes and this would mean a more representative mark. Has there been any advance on the overseas readers' compo? If so, remember to keep the remarkable efficiency of the Australian Post in mind and hold the comp open for a year or two! Thanks for a great mag.

Kyne Sedgman,
Australia.

■ *Having rung Ocean, the problem would appear to be one of duplication rather than specific bugs in the software. It seems that there were some problems at one stage with corrupted disks and there were a lot of returns as a result. If you exchanged the disk at the same shop over a relatively short period then all of that batch may have been similarly affected. Try taking your disk back to the shop and asking for a disk that has come from a later batch, or even get your dealer to return the disk direct to Ocean for replacement. While some of the problems might still be due to bugs, Ocean said that they weren't aware of any specific problems such as the ones you mentioned and that a new disk should cure the problems. With regards to the overall mark we give a game, this score is arrived at by collective agreement. Everyone in the office plays every game that's reviewed, some for longer than others (ie Kick Off 2!), and we reach a broad concensus on the merits of each one.*

As for a program to combine a Soundtracker module with a graphics screen, I am not aware of one since of course ST uses the screen itself in order to display the control functions. It is possible that there might just be a PD disk with something that could both 'display and play' so try contacting Softville on 0705 266509. They do a wide range of PD software which includes Soundtracker so they may be able to help. Oh, and the Overseas Compo returns this very issue!



DIY GAMES

I have been using my Amiga for playing games, but now I want to start programming them for myself. I haven't a clue how to start. What do I need, are there any books I can read and what language should I be using?

Steve Smith,
London.

■ ***Unless you have some knowledge of programming I would hesitate to launch you into any other language on the Amiga except BASIC. While you aren't going to be able to write the type of programs that will match the sort of professional games you have been used to playing, you need to learn the principles before you can learn all the clever tricks which make a good game. Once you understand how a program works and, just as importantly, how the Amiga works, you can then move up to a more sophisticated language such as 'C' or 'Modula-2', or across to 68000 machine code which will give you the fastest programs.***

Abacus do a good range of books and as a starter I suggest the 'Amiga BASIC Inside and Out' - price £18.95. There is also an accompanying disk (£13.95) containing all the example programs to save you having to type them in. The programs cover many aspects of the Amiga, including windows, mouse and speech commands, music and graphics programs, with step-by-step guides to show you how the programs are constructed. By looking at the examples, you can quickly see how programs are put together and the effects of making changes to them. Then you can start creating your own new programs to see if you have understood what you have learnt. The other advantage of BASIC is that it is already available on the Amiga, and therefore if you discover you aren't cut out to be a programmer then you haven't spent a fortune finding out!

WRITE TO Q&A, CU AMIGA
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GRAPHIC LANGUAGE

While I'm not exactly strapped for cash, I find I can't quite commit my hard-earned dosh on graphics/animation packages. It feels like I'm being mugged.

At the same time I want to buy the best. I can't see the point of settling for anything less. But how do I know what's best without actually buying everything available? I know magazines review these products but with the best will in the world, a one-page or two-page review can't explain or criticise everything about a package.

I've seen reviews of *Forms in Flight II* and *Photon Paint 2*. I'm impressed by both but remain undecided. So I've decided to put my money where your mouth is. What do you think? I'll back your judgement.

Jim Green,
North London.

■ ***As with everything, the more you pay, the better the product should be. But that doesn't mean it's the package to suit your needs. That should be the deciding factor: what do you want to use it for? Unfortunately, you don't say, but you do mention Forms in Flight II (MicroMagic) and Photon Paint 2 (Microillusions). Both are good and you wouldn't be disappointed by either. But if forced, we would probably go for Forms in Flight II.***

ADDITIONALS

With a bewildering array of Amiga peripherals and software packages available, it's often difficult to decide on that all important new joystick or printer. Help is now at hand with the definitive CU guide to help you get more out of your Amiga. Each month we'll be reviewing the very best in books, disk copiers, stereo speakers, disk drives, and other important accessories.

JOYSTICKS

RACEMAKER

An unusual joystick in that it is shaped like the control handles on an aircraft, with fire buttons on the tops of the two handgrips. It also has a variable rate auto-fire capability controlled by a rotary switch on the base. Although it looks as though it will give proportional control it is a straight on-off type joystick and doesn't give a very firm feel, particularly in the up/down directions. Despite this it is still great fun to use, particularly for car race games and flight simulators.

Verdict: Definitely has appeal, but a little pricey for general use.

Euromax (0262 601006)
Price: £36.75

ULTIMATE RAPIDFIRE

This wide base, metal shafted joystick will really let you kill those aliens. There are no less than 4 big red fire buttons, two either side of the stick. Combined with a variable rate auto-fire control, this means that it can be used comfortably by virtually anybody, either left or right handed. Fitted with fast-acting micro-switches, it will stand up to a lot of punishment.

Verdict: Although expensive, this is the one I'd use if playing for a long time.

Euromax (0262 601006)
Price: £26.40

ACCESSORIES

CUMANA CAX354 DISK DRIVE

A second disk drive is the ambition of many Amiga owners and this one fits the bill nicely. It plugs straight into the back of the A500 and, at only 3 cms high, it takes up very little space and looks extremely neat. It has an ON/OFF switch at the back which effectively disconnects the drive in case you don't have extra memory and need the full 512k to run a particular program. It also has a connector to allow further drives to be added. Note that the CAX354 uses the A500's internal power supply and if you want to connect more than one external drive, choose the CAS354 model which has its own power supply.

Verdict: A very neat unit which gives you everything you need in a second disk drive.

Cumana (0483 503121) Price: £113.85 (CAS354 - £149.45)

MINIGEN

A mini-genlock device to allow you to combine a TV (or VCR) picture with the display from your Amiga. This is a budget model aimed directly at the home market and means that you can now use the Amiga to title and even interact with your home videos. The unit is the same size as the TV modulator box and plugs into the same socket. There is a three position switch which displays the Amiga graphics only, the video signal only, or a combined picture. In the combined picture the video signal replaces the background colour on the Amiga screen. Thus a coloured title on a plain background will show up as a coloured title superimposed on your video picture. The output signal from the Minigen is composite video so if you are used to using an RGB monitor the combined picture will lose some of the fine detail of the Amiga screen.

Verdict: If you are into home videos in a big way then this is well worth considering.

Applied System Developments Ltd.
Price: £115

MINI-AMP II STEREO SPEAKERS

If you don't have your hi-fi stereo system in the same room as your Amiga or you don't have a stereo monitor, then you could be missing out on some superb sound. The Mini-amp II consists of two rectangular speaker units and a volume control box. There is also a lead to plug into the serial port, for power. By placing a speaker either side of the TV or monitor, you get the full stereo effect of games, music programs and those excellent demo disks that are always appearing on the PD market. One problem is the very short lead between the Amiga and the volume control box, which means if you use something like the A500 Control Centre then it is difficult to adjust the volume.

Verdict: If you don't already have a stereo sound facility then give this serious consideration.

Trilogic (0274 678062)
Price: £19.99

A500 CONTROL CENTRE

If you are fed up with all the wires coming out the back of your Amiga and the fact that the monitor (or TV) has to sit well behind the computer to avoid fouling the plugs and leads, then the solution is at hand. The Control Centre fits over the rear of the A500 and gives a large surface for the TV or monitor to stand on, directly above the computer. There is also a small, full width shelf which will house extra disk drives, papers, and disks. Since the joystick and mouse ports are now tucked away underneath the unit, two leads connect from the back of the Amiga to two sockets on the side of the Control Centre so that the mouse and joysticks can be easily removed or replaced. The whole unit is made of metal so will take virtually any weight of monitor or TV. The unit comes in two parts, but needs only four screws to assemble, plus the fitting of two 9-pin sockets into their holes in the side.

Verdict: If you have your A500 permanently installed somewhere then this is an ideal unit to keep everything neat and tidy.

Premier Micros (0480 300738)
Price: £49.95

UTILITY SOFTWARE

AMOS

Billed as 'The Creator', AMOS Basic is designed to make program creation easy; or at least, easier than doing everything from scratch. Because the Amiga is quite a complex machine, anyone upgrading from a machine like the C64 suddenly found themselves in difficulties when they tried to use all the fancy features. While AmigaBASIC has commands to handle many of the Amiga's features, to write even a half decent game was difficult. AMOS allows programmers to concentrate on the design of the game, without worrying too much about how the fancy effects are actually achieved. With over 500 commands, the AMOS Basic language gives you a power over the Amiga only previously available to the most dedicated programmers. In addition to the AMOS program there are a number of utilities that come with it. These include a sprite editor, a sprite grabber (which allows you to create a sprite from any IFF

format picture), a background screen designer, and a very handy HELP facility which can be loaded into memory for use while you are running AMOS. Also included is AMAL, an animation language which allows you to generate smooth animation sequences for inclusion in your AMOS programs. Animation speeds are quite impressive. There are one or two problems if you own an A1000 with expansion memory; some of the screen displays go haywire and the system crashes frequently. These occured while running all of the 4 demo programs supplied as examples. A500 owners shouldn't suffer from these problems though.

Verdict: You still need the original ideas in order to write a games program, but AMOS will make it much easier to achieve a creditable end result. A must for budding games writers.

Mandarin Software (0625 878888)
Price: £49.99

PROJECT D

Project D is basically a disk copier program. There are other functions included as well, such as the disk editor which allows you to examine and modify data on the disks from AmigaDOS level right down to the raw MFM level. Not only does Project D allow you to back-up unprotected disks, it also allows certain protected disks to be copied as well. It will even copy disk formats from several non-Amiga operating systems, namely; Atari ST, MS-DOS, C/PM and Xenix. These will only copy to the same formats of course, not translate to Amiga formats. You can make multiple copies of disks, although since this program is primarily intended to make fast backup copies for your own use, the inclusion of this facility is somewhat dubious. CU would like to make it perfectly clear that we don't condone software piracy in any shape or form.

Verdict: A moderately fast disk copier with a good disk editor and some extra facilities you may find useful.

Evesham Micros (0386 765500)
Price: £57.50

BOOKS

AMIGA FOR BEGINNERS

Many first time users of the Amiga complain that the supplied manuals really don't go into enough detail. This book is intended to take the beginner through some of the features of the Amiga in a more logical manner and to explain things in a more understandable way. There are some things which could easily have been left out; how to unpack the machine, for example! However, the book does go into more detail than the manuals about many aspects of the Amiga and the explanations are certainly clearer. Included are four example programs in AmigaBASIC with the reasons why particular constructions have been used. Other areas included are: Workbench, AmigaDOS and the CLI, a rather too short glossary of computer terms and a 'First Aid' section for use if something goes wrong. Again, this section is really too short to be of great value. There is a companion disk available with all the BASIC programs on it.

Verdict: If you really are struggling with the manuals then you could do a lot worse than this book, but it does have its limitations as well.

Abacus
Price: £12.95 (Companion disk £14.75)

AMIGABASIC INSIDE AND OUT

Those people who have tried to write AmigaBASIC programs using just the CBM manual on the subject will have quickly realised that you almost have to know a command exists before you can look it up to see what it does! This book goes into detail about all aspects of AmigaBASIC, explaining the many examples and allowing you to progress in a logical fashion from simple programs through to some quite complex constructions. All the main areas of the Amiga are covered and like many of this series of books there is a companion disk available to save you having to type in all the example programs.

Verdict: If you want a comprehensive guide to using AmigaBASIC, then this is money well spent.

Abacus Price: £18.95
(Companion disk £14.75)

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Canning Road
Wealdstone
Harrow HA3 7SJ
081 861 1166

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071 727 8070

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0753 49442

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0726 68020

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Mandarin Software
(AMOS)
Europa House
Adlington Park
Adlington
Macclesfield-in-Cheshire
SK10 4NP
0625 878888

RGB Studios
(Real Things animation packages)
Gables
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East Sussex TN22 4PP
0825 812666

Every month CU Amiga will be taking a look at services which can help you get more out of your machine. We start with companies which will digitise stills and do frame grabs

Computer-generated video effects are beamed into our homes every day adding glitz and glam to TV programmes, commercials, pop shows and news broadcasts. Some are breath-takingly brilliant, others so subtle you hardly notice them.

All this techno glitter is not just restricted to professionals with access to super computers. Amiga owners can also exercise creative flare by taking part in the image-grabbing frame game.

At a price, of course.

But just imagine 'grabbing' a live image from a video camera and, via the computer, enhancing the image before storing it on video tape. Or having a photograph or a favourite scene from a video 'captured' and digitised into a computer image that you can enhance, change and generally mess about with.

For video frame grabbing you need an Amiga - preferably with one Meg minimum of RAM - a video camera and, of course, the software which can cost anything up to £500. You'll also need a genlock device, which matches up the signal from your computer and camera and combines the two.

The image from the video camera can then be 'grabbed' or 'frozen' by the computer before being sent to tape.

Digitising works in a similar way. The original source material - either image from a video camera of video tape - is captured by the computer, allowing you to work on the image with an art package.

There are even hand-held scanners available for the Amiga. These work in a similar way to photocopiers, the image - artwork or photograph - being copied into the computer's memory. Again these can cost up to £500.

As a general rule, the higher the quality work you intend to carry out - in terms of image quality, black and white or colour - the more you will have to pay for software and equipment.

But there are cheaper ways to get your work digitised. There are specialist companies who will do it for you. Check out the ads.

Prices vary. Oxford based Sector 16 will digitise six images, tidy and enhance the image, for £4.50 and that price includes the cost of a disk. Another company, Alternative Image, will also convert computer images to 35mm slides. This service is usually used by small businesses for presentations. The cost is £5 for one image. The more images, the cheaper it becomes.

As for video frame grabbers, prices also vary. Livingston-based Rombo Ltd produces the Vidi-Amiga for £114.95 plus £19.95 for colour upgrade, which is very much aimed at the leisure market.

Warning: You should be very wary of the copyright laws when digitising pictures and image-grabbing from videos. It's fine if the photographs were taken by you or you are using a home video, but copying and messing about with other people's work and movies could end up with you having long, tedious and possibly costly conversations with pin-striped and be-wigged legal types.

Alternative Image. 6 Lothair Road, Aylestone, Leicester. LE2 7QB
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Rombo Ltd. 6 Fairbairn Road, Kirkton North, Livingston, Scotland.EH54 6TS
0506 414631

Sector 16. 160 Hollow Way, Cowley, Oxford. 0865 777146

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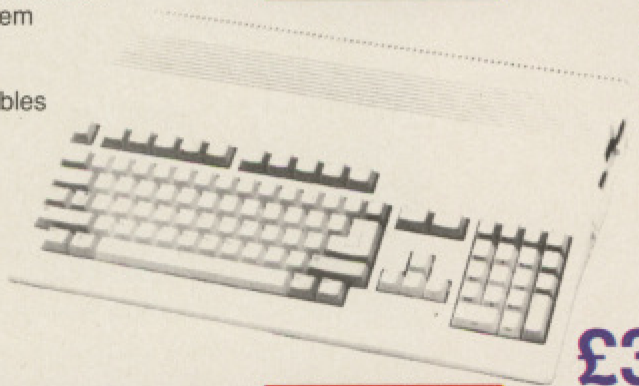
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CD PERSONALS

After their Amiga of course, electronic gadgets and videos come top of most peoples' list of favourite consumer durables. So welcome to Leisureware, our monthly round-up of gadgets and gizmos.





Coming in at around the £250 mark, Hitach's CXW700 is a weighty machine but packs a punch.



Ghettoblaster CDs, such Crown's CD 255 can cost as little as £120.

■ As in the cassette markets, there are now plenty of CD-based personal stereos on the market, with prices ranging from £100 or less to upwards of £300. All offer the CD fanatic a chance to listen to discs on the move, be it on the bus or train, walking down the street or, courtesy of an adaptor, in the car.

In the bargain basement of the CD personal market are brands like **Crown** and **Goodmans**. Their models may lack the sleek finish of pricier counterparts, but they offer incredible value for money.

Goodmans' GCD40, a very recent arrival, will cost you just £100, yet comes complete with in-ear headphones, a carrying case and a mains adaptor. Features include the ability to skip forwards or backwards through the disc, and a random play function to jumble up the running order of the tracks on a disc. Fun if you are listening to a compilation album — pretty useless if Beethoven symphonies are your thing!

Philips was one of the founding fathers of CD, and its latest machine is the **AZ 6804**, at £180. The extra money over the budget Goodmans buys you a sleek matt-black finish, a 20-track memory enabling you to program your favourite running order for a disc, a rechargeable battery good for 5½ hours' playing time, and a hold key which will eliminate some of the jitter while jogging. You can even hook the Philips into your home hi-fi system.

Also available in the **Philips**' range is the **AZ 6897** (£200), which has a built in AM/FM radio. Both are good machines, but perhaps a little let down by their headphones. Oh well, you can always buy a better pair if you want...

If you're looking for a top quality CD personal, around £200-£250 is the benchmark price, and there are models in this range from most of the major brands.

One of the very best is **Denon's DCP-100**, at £250. It's finished in a rubberised Nestle material, giving it high-tech street-cred, and a terrific sound. But the very best of the current personals is **Sony's D-99**, at around £300. This uses the new generation of Bitstream conversion to change the digital signals on the disc to music, and gives a warm, likable sound far removed from the slightly cold, harsh sound that is CD's trademark.

Of course, if you want to be totally anti-social, you could buy a ghettoblaster radiocasstte unit complete with CD player. These start from a round £120, at which price you can afford **Crown's CD255**.

There are plenty of machines on the market in the £130-£200 range that offer CD as well as radio and usually two cassette decks. The problem is most of these are limited by the size of the speakers inside the case and their puny amplifiers — usually five watts per channel or less. Even the feeblest home stereo systems tend to churn out 20wpc or more, so you'll find you're having to use your portable at virtually full whack to get danceable sound levels. The result? Distortion — and lots of it!

It's not a problem with **Hitachi's** £250 **CXW700**, an awesome monster which takes a good bit of lugging about, but includes what Hitachi calls a 3D SuperWoofer. This uses a chamber inside the cabinet to reinforce the bass, and, coupled with a powerful amplifier, means the machine can certainly deliver quite a punch. But is it still a portable? Make your own mind up — in fighting trim, it weighs getting on for 10 kilograms!

One final idea. If you want a personal CD player/radio to listen to on your way to work, you can hook your personal up to a pair of active loudspeakers when you slump in the evening. This will give you a more than unacceptable sound quality — the speakers have their own amplifiers built in — and need only cost you an extra £130 for a pair of speakers like **Goodmans'** remote-controlled **Maxamps**.

Combine a personal with a pair of speakers like this — or with a separate amplifier and speakers — and you will get the best of both worlds.

Andrew Everard is Production Editor for What Hi.

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What's happening in the world of software? The dealings, gossip, plus news and views from those who decide which games you buy.

ACTIVISION PULL OUT

In a shock announcement, Mediagenic have all but closed down its UK subsidiary Activision. The veteran American software house has decided to pull out of the home computer market



A classic Amiga release drom Activsion.

and intend to concentrate on the PC, Nintendo and CD products. The move follows record losses at Mediagenic last year (nearly $20 million). To add to their problems the company also recently lost a $6 million court case against Magnavox, a Philips subsidiary, for copyright infringement on a video game from the early eighties.

In what is largely seen as a desperate attempt to raise hard cash, Mediagenic have already sold off computers and cars from the Reading-based company and reduced staffing levels from 34 to 10 people. By next year only a two-person operation will remain. Many industry analysts feel that the UK operation has been a 'sacrificial lamb', especially since the company has been trading profitably in Europe and has built up a solid reputation for quality products.

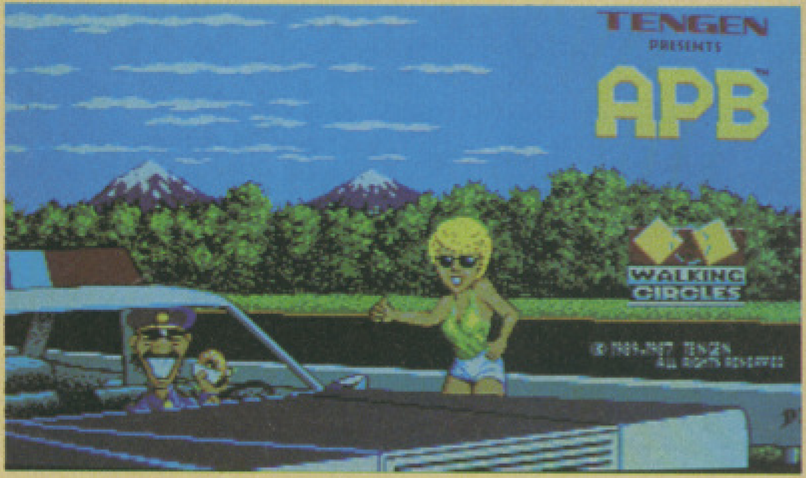
Activision began life in the early 80's producing video game cartridges for the Atari VCS. A switch to the home computer in the mid-80s led to the release of classic games such as *Little Computer People* and *Alter Ego* as well as *Ghostbusters, Aliens, Warhead, Hammerfist* and *R-Type* among many others. After a rather discouraging summer, with many software companies and retailers announcing bankruptcy, it's rather sad that a respected giant of the industry is no more.

COMMODORE PROFITS PLUNGE

Commodore reported a dramatic fall in profits for the last financial year. Despite the success of th e Amiga, profits fell from $51.3 million to only $1.5 million in the last financial year. Conversely, Commodore UK is celebrating a record year with sales increasing from £43 million to £75 million. In the UK, Commodore claim to have a base of 346,000 Amigas with 165,000 having been sold last year. The firm now expect to break the magic 500,000 barrier early next year.

EXPLOSIVE SOFTWARE

Domark have taken the compilation market by the scruff of the neck and given it a new lease of life. Following on from their excellent *Heroes* compilation, featuring classics such as *Licence To Kill, Barbarian II, The Running Man* and *Star Wars,* this month sees the release of TNT containing no less than 5 Tengen coin-op



conversions. Included in the package, which Domark are touting as 'Explosive Software', are *Hard Drivin', Toobin', APB, Dragon Spirit and Xybots.* At £30 for the lot, it's an impressive package and one which CU applauds despite the whinging of retailers still stuck with the original full-price games.

And that's not all. Out in October comes *Wheels of Fire*, featuring four top-selling driving games: *Chase HQ, Turbo Outrun, Power Drift and Hard Drivin'* .

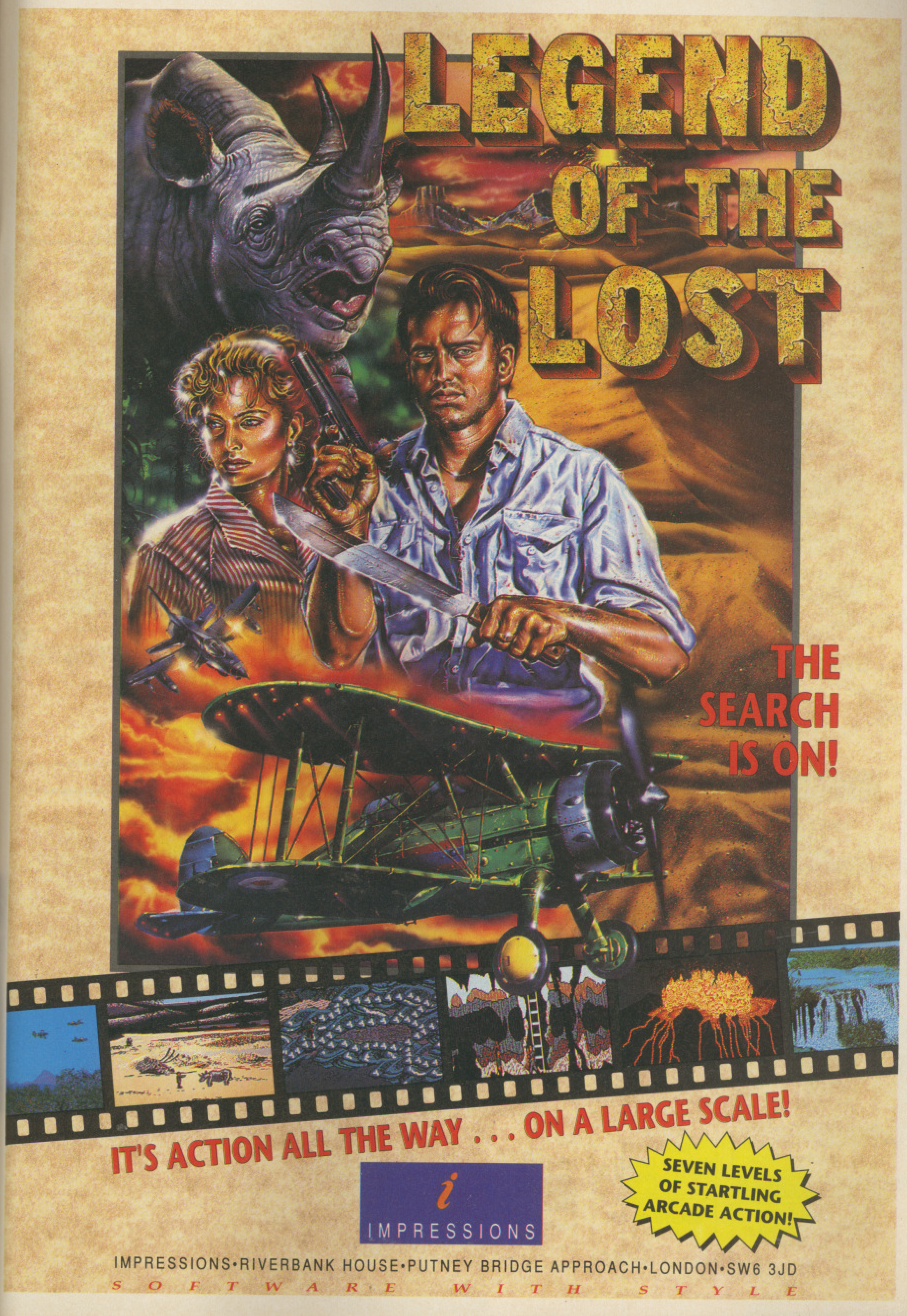
MAKING TRACKS

Never one to miss out on a spot of ligging, Steve 'Red light? What red light?' James recently headed up to the Lotus Group in Norwich for a slap up meal and a whizz round their specially built racing track in a Lotus EspritH. The reason for all this? The launch of Gremlin's action-packed *Lotus Esprit Turbo* game which will be in the shops soon. Taking bends at 115 mph and with all that lunch churning away in his stomach, our Steve wished he'd stuck to his turbo- charged Lada.



REALLY GONZO

Quite why the Gonzo Games Crew are being so silly and camping out in the local shrubbery bush is not very clear. This promotional shot, obviously taken after a heavy Saturday night drinking session, was sent to promote their brand spanking new game, Street Hockey, out this month.


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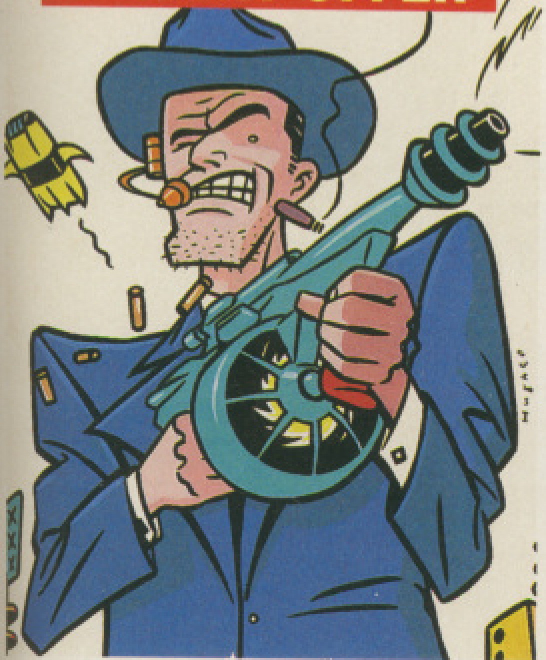
CU OCT

NEXT MONTH

AMIGA

The best Amiga games mag on the market keeps getting better. Next month we'll have more exclusive game previews, a bumper review section, a special report from the European Computer Entertainment Show with all the latest news and gossip, Buzz, Video View, Agenda – our monthly look into the future, and a packed Play To Win.

T- SHIRT OFFER



CU blasts into the 21st Century with the first in a series of designer t-shirts. Featuring a design based on this issue's superb Gangster cover, the t-shirt will be printed on top-quality cotton and available in a number of sizes. Watch for it!

CU has the best review section of any Amiga mag. We get the games first, have more exclusives, and review more titles than any of our competitors. Next month we've got reviews of *Rick Dangerous II, Oriental Games, Powermonger, Loopz, Atomic Robokid, Lotus Esprit* and a fistful of games destined for the top.

Two men and two women are about to spend 700 days locked inside an artificially created environment with no contact with the outside world. CU takes a look at the fantastic man-made construction which will be their home for the next two years. Agenda will also be taking a look at the flight sim to beat 'em all, killer bees on the ramapage in South America and the soldier of the future.



The hottest tips section goes super nova with playing guides to *Wonderland, M1 Tank Plantoon* and a bumper crop of the best-selling games of the moment.



Horror, fantasy, comedy, sci-fi and action videos all feature in our new column. And look out for our infamous couch potato rating system.

Look out for the first of our step-by-step guides to programming and drawing graphics on the Amiga. This one's by Bullfrog, the development team behind Populous and Powermonger and will show you how to animate part of the sci-fi classic, 2001: A Space Odessey.



- possibly the best Amiga games magazine in the Universe. The November issue of CU Amiga hits the shops on October 26th. Don't miss it.

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